

Into The Darkness 1 Harry Turtledove

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Swords of the Legion Harry Turtledove 2013-10-02 In Videssos the city, tribune Marcus Scaurus was bored. The legion that had been magically transported to this strange world was far away. But the Emperor's niece Alypia was near - and willing. When their secret trysts were betrayed, Emperor Thorisin Gavras was forced to condemn Marcus as a traitor - but with a promise of freedom and Alypia, if he could reclaim a rebel province from a fanatic usurper, with no military aid. With only centurion Gaius Philippus, Marcus set out to try the seemingly impossible task. But the fates conspired against them, driving them further westward, into the innermost sanctum of Videssos' great enemy Yezd - and toward the torture chambers of the evil, deathless wizard-prince Avshar. But behind them, without orders, the men of the legion were on the march!

Liberating Atlantis Harry Turtledove 2013-03-29 Frederick Radcliff is a descendant of the family that founded Atlantis's first settlement, and his grandfather Victor led the army against England to win the nation's independence. But he is also a black slave, unable to prove his lineage and forced to labour on a cotton plantation in the southern region of the country. Frederick feels the colour of his skin shouldn't keep him from having the same freedom his ancestors fought and died to win for themselves. And when fate presents him with the opportunity to throw off his shackles once and for all, he becomes the leader of a revolutionary army of black and red slaves determined to free all of his brethren across Atlantis.

Werenight Harry Turtledove 2013-07-25 From out of the savage North, ruled by Gerin the Fox, a tribe possessed by a wizard - who is himself possessed by the Book of Shabeth-Shiri - descends on the Southern Empire.

Counting Up, Counting Down Harry Turtledove 2013-03-29 From Harry Turtledove, bestselling author and critically acclaimed master of the short story, comes a

classic collection of science fiction tales and what-if scenarios. In narratives ranging from fantastic to oddly familiar to eerily prescient, this compelling volume illustrates Turtledove's literary skill and unbridled imagination. FORTY, COUNTING DOWN: With the help of his time-travel software, computer genius Justin Kloster returns to the past to stop himself from making a terrible mistake - but all actions have their consequences. THE MALTESE ELEPHANT: A legendary detective finds himself in grave danger when a noir masterpiece takes a stunning new twist. GODDESS FOR A DAY: Taking a page from history, a young girl dares to challenge the gods - and is richly rewarded for her efforts. DECONSTRUCTION GANG: Mired in unemployment and despair, an academic finds happiness and intellectual fulfillment in a most unexpected place. TWENTY-ONE, COUNTING UP: Justin Kloster's college life and romantic dreams are rudely interrupted - and irreversibly disrupted - when forty-year-old Justin arrives from the future to save himself from himself. Plus twelve more thrilling, unforgettable tales of wonder!

The Misplaced Legion Harry Turtledove 2011-09-29 As their armies watch, Marcus, a Roman centurion, and Viridovix, a Celt, begin a duel to the death until a strange spell transports them and a group of Roman legionaires to the mysterious world of Videssos, a land ruled by magic and dark sorcery.

Ruled Britannia Harry Turtledove 2013-10-31 The year is 1597. For nearly a decade, the island of Britain has been under the rule of King Philip in the name of Spain. The citizenry live under an enforced curfew - and in fear of the Inquisition's agents, who put heretics to the torch in public displays. And with Queen Elizabeth imprisoned in the Tower of London, the British have no one to unite them against the enemy who occupies their land. William Shakespeare has no interest in politics. His passion is the theatre, where his words bring laughter and tears to a populace afraid to speak out against the tyranny of the Spanish crown. But now Shakespeare is given an opportunity to pen his greatest work - a drama that will incite the people of Britain to rise against their persecutors - and change the course of history...

Jaws of Darkness Harry Turtledove 2012-05-31 The grand conflict for control of the continent of Derlavai rages on, in a battle with all the drama and terror of the Second World War-only the bullets are beams of magical fire, the tanks and submarines are great lumbering beasts, and the fighters and bombers are dragons raining fire upon their targets. Yet hope may be dawning at last. The terrible onslaught of the conquering forces of Algarve-who power their battle magics with the life energy of their murdered victims-begins to founder as it runs into Habbakuk: a sorcerous ship of ice used by embattled nations of Lagoas and Kuusamo to ferry their deadly dragons across the seas to strike at the very heart of Algarvian power. But though the tide has begun to turn, the conflict is far from over. The widely disdained Kaunians still struggle desperately to escape as the Algarvians kill them by the thousands-for life energy, but also simply for the crime of being Kaunian. And as the deaths of innocent civilians on both sides continue to feed the flames of war, those who have struggled to survive and preserve their

freedom have only their passions to see them through. . . .

Krispos Rising Harry Turtledove 2012-06-11 Videssos was beset by enemies abroad and had fallen into decadence at home. But on his first night in the imperial capital, The Empires health mattered less to Krispos than finding a dry place to sleep.

In High Places Harry Turtledove 2013-02-25 In the twenty-first-century Kingdom of Versailles, the roads are terrible and Paris is a dirty little town. Serfdom and slavery are both common, and no one thinks that's wrong. Why should they? Most people spend their lives doing backbreaking farm work anyway. But teenaged Khadija, daughter of a prosperous family of Moorish business travellers, is unfazed. That's because Khadija is really Annette Klein from twenty-first-century California. Now it's time for Annette and her family to return to California for the start of another school year, so they begin a journey to the hidden crosstime portal in Marseilles. As they cross the Pyrenees, bandits attack. When Annette/Khadija comes to, she's a captive in a caravan of slaves being taken to the markets in the south. Worse, her purchasers take her to an unofficial crosstime portal, a thing hitherto unknown . . . leaving open the question of whether Crosstime Traffic will ever be able to recover her!

In the Presence of Mine Enemies Harry Turtledove 2013-08-29 Heinrich Gimpel is a respected officer with the Oberkommando Wehrmachts office in Berlin. His wife is a common hausfrau, raising his three precious daughters the same way he was raised - to be loyal, unquestioning citizens of the Third Reich, obedient to the will of the Führer. But Heinrich Gimpel has a secret. He is not, in fact, a member of the Master Race. He has been living a lie to protect his true identity as a Jew - and he's not alone. Throughout Berlin, Jews survive in secrecy...doing their jobs, caring for their families, maintaining the facade of perfect Aryans, and praying they will not be discovered. But a change is coming. And soon they will be forced to choose between safety and freedom...

The Chernagor Pirates Harry Turtledove 2013-09-24 Four hundred years ago the kingdom of Avornis lost the Scepter of Mercy, long the property of its kings - and the key to its destiny. All attempts to retrieve it have failed horribly. But without it, how long can Avornis keep resisting powers greater than its own? While young King Lanius dreams of being more than a mere figurehead, his fellow sovereign, the usurper King Grus, is defending Avornis against the shadowy plots of the Banished One - the dark god cast from heaven who seeks now to dominate the mortal world. With the barbarous, nomadic Mentеше holding the Scepter of Mercy - and civil war raging among the Chernagor city-states in the north - Avornis finds itself threatened on two fronts and prevented from regaining the Scepter. But the longer the kings go without acting on their dream of retaking the Scepter of Mercy, the greater the chance the Banished One will triumph...

The Thousand Cities Harry Turtledove 2013-11-28 As the sun gleamed off the gilded domes of Videssos the city, Abivard, marshal of Makuran and son of Godarz, pondered the impossible. How could he carry out the command of

Sharbaraz, King of Kings, to destroy the invincible Empire of Videssos? Then, against all expectations, the Emperor of Videssos invaded Makuran itself. Abivard was thrust on the defensive, forced homeward to drive the invaders from the fabled land of the Thousand Cities. Abivard needed not only his greatest battle skills but his most powerful magicians, for no one doubted that Videssian military strategy would be accompanied by the finest sorcery. Yet even as reality reversed itself and renegades plotted Abivard's ruin, the undaunted warrior vowed never to surrender...

Household Gods Harry Turtledove 2013-10-02 Nicole Gunther-Perrin is a modern young professional, proud of her legal skills but weary of childcare, of senior law partners who put the moves on her, and of her deadbeat ex-husband. Following a ghastly day of dealing with all three, she falls into bed asleep - and awakens the next morning to find herself in a different life, that of a widowed tavernkeeper in the Roman frontier town of Carnuntum around 170 A.D. Delighted at first to be away from corrupt, sexist modern America, she quickly begins to realise that her new world is as complicated as her old one. Violence, dirt, and pain are everywhere - and yet many of the people she comes to know are as happy as those she knew in twentieth-century Los Angeles. Slavery is a commonplace, gladiators kill for sport, and drunkenness is taken for granted - but everyday people somehow manage to face life with humour and good will. No quitter, Nicole manages to adapt to her new life despite endless worry about the fate of her children "back" in the twentieth century. Then plague sweeps through Carnuntum, followed by brutal war. Amid pain and loss on a level she had never imagined, Nicole finds reserves of strength she had never known.

An Emperor for the Legion Harry Turtledove 2011-09-29 Tribune Marcus Scaurus, leader of a Roman legion that was mysteriously transported to a strange world of magic, decides to challenge Ortaias Sphrantzes, who has assumed the throne of Videssos, after using sorcery to murder the Emperor.

Eruption Harry Turtledove 2013-08-29 Yellowstone National Park sits on a hot spot: a plume of molten rock coming up from deep inside the earth capable of volcanic eruptions far greater than any that have occurred in times past. It has been silent for many years, providing false security for a nation unprepared for the full force and fury of nature unleashed. Then explosions send lava and mud flowing far beyond Yellowstone toward populated areas. Clouds of ash drift across the country, nearly blanketing the land from coast to coast. The fall-out destroys crops and livestock, clogs machinery, and makes cities uninhabitable. Those who survive find themselves facing the dawn of a new ice age as temperatures plummet worldwide. Colin Ferguson is a police lieutenant in a suburb of Los Angeles, where snow is falling for the first time in decades. He fears for his family, who are spread across America, refugees caught in an apocalyptic catastrophe in which humanity has no choice but to rise from the ashes and re-create the world... King of the North Harry Turtledove 2011-09-29 A sequel to "Werenight" and "Prince of the North". Just when he thought he could settle down to enjoy peace,

Gerin the Fox is called upon to face a new enemy, the Gradi, who bring with them their cold, fierce gods, bent on the destruction of all who do not worship them.

Through the Darkness Harry Turtledove 2007-04-01 In Harry Turtledove's third novel in the Darkness series, a young Kaunian girl is forced to remain hidden while her Forthwegian savior braves the rough, Algarvian-controlled streets to earn their keep. The scholars of Kuusamo are no closer to understanding the bloodless magic that may win the war-and time is short. Kuusamo has joined into an unsteady alliance with Lagoas and Unkerlant. No one kingdom trusts another, but they must unite, for it is only together that they can defeat the Algarvian threat. The war is no longer confined to soldiers and sorcerers. Common folk are joining together to fight from underneath their oppressors, whether they be Algarve or Unkerlant. What those farmer soldiers lack in skill, they make up for in dedication. A dedication that will carry them . . . through the darkness. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Opening Atlantis Harry Turtledove 2013-04-29 Atlantis lies between Europe and the east coast of Terranova. For many years, this land of opportunity has lured dreamers from around the globe with its natural resources, offering a new beginning for those willing to brave the wonders of the unexplored territory. It is a new world indeed, ripe for discovery, for plunder, and eventually for colonisation. But will its settlers destroy the very wonders they journeyed to Atlantis to find?

Noninterference Harry Turtledove 2013-07-25 When the Survey Service first came to Bilbeis IV, it found a planet inhabited by humanoid aliens just on the verge of civilization. Then compassion overcame common sense, and David Ware did the one thing the Service prohibited - he interfered. Just a little. But when the Survey Service returned 1,500 years later, it discovered just what David Ware's meddling had done. The bureaucrats of the Survey Service could not afford to allow just a breach of Noninterference to be publicized. So they set out to cover it up. Reports were destroyed, files erased, and people eliminated. For the future of the Survey Service was at stake - and so was the future of Bilbeis IV.

Marching Through Peachtree Harry Turtledove 2013-04-23 A terrible civil war was tearing apart the kingdom of Detina, a land which could no longer be half serf and half free. When the new ruler, King Avram, decided to liberate the blond serfs upon which the northern provinces depended, the north rebelled, taking Grand Duke Geoffrey as their King. Neither side expected an easy victory. The south was larger and wealthier, but the north had better soldiers and more powerful wizards. Led by officers riding unicorns, supplied by flying carpets, both sides had clashed for three bloody years, as the tide slowly turned against the north. But the war was far from over: The north had found a far more competent general, and he was determined to hold Peachtree Province. When the southrons attacked, they faced formidable obstacles both natural and manmade, as well as the deadly repeating crossbows of the northern rebels and the sorcerous storm and lightning wielded by the northern wizards. Still, the very survival of Detina as one united realm was at

stake, and King Avram's forces had no choice but to attack, no matter what the odds, no matter how desperate the situation...

Days of Infamy Harry Turtledove 2013-10-31 Japanese Zeros appear in the skies over Hawaii and descend upon Pearl Harbor in a devastating attack that cripples the U.S. Navy fleet and airfields. One after another, the islands are conquered and occupied by the Empire of the Sun. In the hands of a merciless enemy, American soldiers in POW camps suffer cruel punishment. Many older Hawaiians of Japanese origin support the invaders - while some of their children want to fight back. But the domination of the Pacific and the submission of those who live there is merely the beginning. With the U.S. military on Hawaii completely subjugated, there is no one to stop the Japanese from using the islands' resources to launch an offensive against America's western coast...

Were Blood Harry Turtledove 2013-06-24 In the northern reaches of the Empire of Elabon, Gerin, called the Fox, battled to save his domain from destruction by the warlike Trokmoi and their wizard-leader, Balamung. Assisted by the giant Van of the Strong Arm, Gerin prepared to make the hazardous journey to the city of Elabon, there to enlist the aid of a sorcerer more powerful than the Tokmoi masge. Pursued by demons, beset by bloodthirsty nobles, and encumbered by the presence of the beautiful Elise whom Gerin had sworn to protect, the comrades encountered greater dangers than either had ever known.

Agent of Byzantium Harry Turtledove 2013-06-24 In a Moslem-free universe where Constantinople never fell, the Byzantine Empire has not only survived but flourished, developing technology at an earlier date than in our universe. And spreading its power and influence throughout the world. But Byzantium has enemies who are jealous of its glory and would like nothing better than to bring it down and loot its treasures. Basil Argyros, Byzantium's top agent, as his hands full, thwarting un-Byzantine plots and making the world safe for the Byzantine Empire.

Down in the Bottomlands: And Other Places Harry Turtledove 2013-06-24 In the real world, the Mediterranean basin dried up several times, only to refill again. If it hadn't, what's really sea bottom would have become the most savage desert in the world. Mild-mannered Radnal vez Krobir likes it that way. When his kingdom's enemies try to shake down the Barrier Mountains and let the Atlantic in, he has to stop them - or else drown along with everything he holds dear.

Between the Rivers Harry Turtledove 2013-04-23 Young Sharur is the scion of a merchant family in the city of Gibil, loyal - he thinks - to his city's god, Engibil, and to that god's human deputies. But like his fellows in Gibil, Sharur is less interested in gods than in invention and trade. Then, on a routine trading expedition, he learns that the gods of the other cities, resentful of Engibil's relaxed attitude toward his people, are uniting to punish Gibil and squelch the growing power of human creativity, epitomised by the city-state's easygoing ways. Now only Sharur's wits can save the city from the aroused divinities...and he's going to need all the

inventiveness he can muster.

Advance and Retreat Harry Turtledove 2013-04-29 The North shall rise again! When Avram became King of Detina, he announced his plan to liberate the blond serfs - and immediately plunged the kingdom into a long and bloody civil war, setting brother against brother. The northern provinces, dependent on the labour of their serfs, seceded, choosing Avram's cousin, Grand Duke Geoffrey, as their king. To save the kingdom, Avram sent armies clad in grey against the north, battling Geoffrey's army, arrayed in blue. Though King Avram held more land and wealth than Geoffrey, Geoffrey's men were better soldiers and the north had more powerful wizards. Still, as the war raged on, the greater population and the superior organisation of the South began to tell and the tide turned against the north. Even so, the war is far from over. The armies of the south must now battle the north on its own ground - ground which will prove treacherous and deadly...

Darkness Descending Harry Turtledove 2012-05-31 In this sequel to the bestselling INTO THE DARKNESS, the country of Algarve is successful in its blitzkrieg tactics, but becomes bogged down in the desolate winter of Unkerlant, its main enemy. Algarve's king decides to undertake blood magic, which amounts to genocide, in order to break the deadlock; when it is seen to work, its use elsewhere cannot be long coming. On a small island, a theoretical sorcerer may hold the only answer to this horror . . . Harry Turtledove has taken events similar to those from Earth's wars and transplanted them to a wonderfully imagined fantasy world.

The Gladiator Harry Turtledove 2013-04-23 The Soviet Union won the Cold War. The Russians were a little smarter than they were in our own world, and the United States was a little dumber and a lot less resolute. Now, more than a century later, the world's gone Communist, and capitalism is a bad word. For Gianfranco and his friend Annarita, a couple of teenagers growing up in Milan, life in a heavily regimented, surveillance-rich command economy is just plain dreary. The eventual withering-away of the state doesn't look like it's going to happen anytime soon. Annarita's a hard-working student and a member of the Young Socialists' League. Gianfranco is a lot less motivated--but on the other hand, his father's a Party apparatchik. The biggest excitement in their lives is a wargame shop called The Gladiator, which runs tournaments, and stocks marvelous complex games you can't find anywhere else. Then, abruptly, the shop is shut down. Someone's figured out that The Gladiator's games are teaching counterrevolutionary capitalist principles. The Security Police are searching high and low for the shop's proprietors, who've not only vanished into thin air, but have left behind sets of fingerprints that aren't in the records of any government on earth. Only one staffer is left: Gianfranco and Annarita's friend Eduardo. He's on the run, and he comes to them in secret with an astonishing story: he's a time trader from our own timeline, accidentally left behind when the store was evacuated. The only way Eduardo can get home to his own timeline is if Gianfranco and Annarita can help him reach one of the other time trader sites in this world - and the Security Police will be on their

tails all the way there...

Sentry Peak Harry Turtledove 2013-08-29 When Avram became King of Detina, he intended to liberate the blonde serfs from their ties to the land. The northern provinces, who would not accept his lordship, seceded from Detina, choosing Avram's cousin, Grand Duke Geoffrey, as their king in his place. Avram refused to let Geoffrey rule the north and sent armies clad in grey against them. Geoffrey raised his own army, and arrayed his men in blue. Avram held the larger part of the kingdom, and the wealthier part, too. But Geoffrey's men were bolder soldiers. And the north, taken all in all, had better wizards than the southrons did. The war raged for almost three years, until Avram's General Guildenstern moved against the northern army under Count Thraxton the Braggart and his commander of unicorn-riders, Ned of the Forest, which held the town of Rising Rock, close by Sentry Peak. Both sides knew this was a crucial battle in the desperate war, but neither guessed just how crucial it would be...

Out of the Darkness Harry Turtledove 2013-07-25 As the Derlavaian War rages into its last and greatest battles, allied nations manoeuvre for positions against each other in a postwar world. But before that time can come, the forces of Algarve, Unkerlant and their allies must clash a final time, countering army with army and battle magic with ever-more-powerful battle magic. In the midst of it all, the people the war has battered and reshaped must struggle to face their greatest individual challenges, as loves are shattered and found, terrible crimes avenged...and some journeys end forever. And the end of the war may not bring peace...

A Different Flesh Harry Turtledove 2013-06-24 What if when Columbus came to the New World he found, not Indians, but primitive apelike men who were soon dubbed "sims"? These immediate ancestors of modern man were less effective hunters, allowing prehistoric creatures such as mammoths and saber-toothed tigers to survive. Unable to learn human speech or conceptualize at a human level, sims could, however, be trained to do reliable work... as slaves.

Beyond the Gap Harry Turtledove 2013-08-29 Count Hamnet Thyssen is a minor noble of the drowsy old Raumsdalian Empire. Its capital city, Nidaros, began as a mammoth hunters' camp at the edge of the great Glacier. But that was centuries ago, and as everyone knows, it's the nature of the great Glacier to withdraw a few feet every year. Today Nidaros is an old and many-spired city; and though they still feel the breath of the great Glacier in every winter's winds, the ice cap itself has retreated beyond the horizon. Trasmund, a clan chief of the mammoth-herding Bizogots, the next tribe north, has come to town with strange news. A narrow gap has opened in what they'd always thought was an endless and impregnable wall of ice. The great Glacier does not go on forever - and on its other side are new lands, new animals, and possibly new people. Ancient legend says that on the other side is the Golden Shrine, put there by the gods to guard the people of their world. Now, perhaps, the road to the legendary Golden Shrine is open. Who could resist the urge to go see? Not Hamnet Thyssen or Trasmund. Not Ulric Skakki,

Hamnet's old comrade in arms: a good man to have at your side, although perhaps not at your back. And not, damnably, Eyvind Torfinn - a scholar, a very knowledgeable man but, alas, the husband of Hamnet's former wife, Gudrid: a troublemaker if there ever was one. She's decided to come along, too. For every one of them, the Glacier has always been the boundary of the world. Now they'll be traveling beyond it into a world that's bigger than anyone knew. Adventures will surely be had...

Kaleidoscope Harry Turtledove 2013-06-24 Thirteen dazzling tales by a master of science fiction and fantasy, including: THE WEATHER'S FINE - In our world, time is money, but in Harry Turtledove's alternate world, weather is time. And for Tom and Donna, happiness requires a temperature of 1968. THE LAST ARTICLE - The Nazis had conquered the British Empire. But what use were Panzers and storm troopers against the Empire's most troublesome subject - Mahatma Gandhi? THE CASTLE OF THE SPARROWHAWK - Prince Rupen accepted the faeries' challenge to win his heart's desire. And though they told him the price of failure, they did not mention the penalty of success! GENTLEMEN OF THE SHADE - If Jack the Ripper was a vampire, who better to stop him than Victorian London's other vampires? And who else but they could arrive at so sublimely fitting a punishment?

The Two Georges: A Novel of an Alternate America Harry Turtledove 2013-06-24 A precious and historic painting has been stolen by terrorists - radical separatists who will stop at nothing to shatter the union. Colonel Thomas Bushell, the government's most fearless agent, is the only man who can stop them. But this is not our world. For the stolen painting depicts a treaty of peace between George Washington and King George III - a treaty that has kept America under British rule for two centuries. And the terrorists, who call themselves the "Sons of Liberty", want America to be free...

After the Downfall Harry Turtledove 2013-08-29 1945: Russian troops have entered Berlin, and are engaged in a violent orgy of robbery, rape, and revenge... Wehrmacht officer Hasso Pemsel, a career soldier on the losing end of the greatest war in history, flees from a sniper's bullet, finding himself hurled into a mysterious, fantastic world of wizards, dragons, and unicorns. There he allies himself with the blond-haired, blue-eyed Lenelli, and Velona, their goddess in human form, offering them his knowledge of warfare and weaponry in their genocidal struggle against a race of diminutive, swarthy barbarians known as Grenye. But soon, the savagery of the Lenelli begins to eat at Hasso Pemsel's soul, causing him to question everything he has long believed about race and Reich, right and wrong, Übermenschen and Untermenschen. Hasso Pemsel will learn the difference between following orders... and following his conscience.

Into the Darkness Harry Turtledove 2013-11-28 The death of a duke leads to a bloody war, as the King of Algarve moves swiftly to reclaim the duchy which was lost during a previous conflict. But country after country is pulled into war, as alliances reassert themselves and a hatred of difference escalates into rabid

nationalism.

Rulers of the Darkness Harry Turtledove 2014-06-30 In his previous 'Darkness' books - *Into the Darkness*, *Darkness Descending*, and *Through the Darkness* - bestselling author Harry Turtledove has been telling an epic tale of a world at war; a dark mirror of the terrible wars of our own twentieth century, set in a world where battles are fought with magic rather than technology. Imagine the drama and terror of the Second World War in such a place. The death, the destruction, the sheer scale of the horror is the same - but the bullets are beams of eldritch fire, the tanks are great horned and taloned beasts, and fighters and bombers are dragons raining fire upon their targets. This is the world of the Derlavaian continent, a world that is slowly but surely being conquered, mile after bloody mile, by the forces of the Algarvian Empire... forces whose most terrible battle magics are powered by the slaughter of innocent people. In this, the fourth volume of the series, following on from *Through the Darkness*, the war for the future of Derlavai builds towards its crescendo as the mages of Kuusamo, aided by their former rivals from Lagoas, work desperately to create a newer form of magic. Magic of unprecedented destructive power. Magic that will change the course of the future.

Earthgrip Harry Turtledove 2013-03-18 Jennifer Logan was young, gorgeous, and utterly dedicated to teaching middle English. But to qualify for any decent teaching position, she'd have to make her résumé stand out. Since her specialty was science fiction, she wrangled a berth on a trading ship bound for the stars. Just one trip, she figured, then back to a nice, safe classroom . . . But Jennifer hadn't fully appreciated her own talent. She had a keen eye, a fresh perspective-and all of science fiction to fall back on when the going got tough!

The Breath of God Harry Turtledove 2015-12-17 Once the great Glacier enclosed the Raumsdalian Empire. Now it's broken open, and Count Hamnet Thyssen faces a new world. With the wisecracking Ulric Skakki, the neighboring clan leader Trasamund (politely addressed as Your Ferocity), and his lover, the shaman Liv, Hamnet leads an exploration of the new territory in hopes of finding the legendary Golden Shrine. But dangers abound. A violent and implacable group known as the Rulers has already killed many, and now they attack again. Riding deer and woolly mammoths and using powerful magic, the Rulers triumph and force the Raumsdalians to flee. In the spring another battle ends even more badly for Hamnet's side, but the Glacier is also retreating, so they are able to escape. Meeting a tribe whose desperate living conditions have led them to overcome the Raumsdalian taboo against eating fallen foes, they find unexpected allies. Now, returning to the capital city and its intrigues, Hamnet prepares to lead an army against the merciless Rulers. The world, once so bounded and comprehensible, will never be the same...

The Legion of Videssos Harry Turtledove 2013-08-29 Since the Roman legion had been mysteriously transported to a world of magic, tribune Marcus Scaurus had served the rulers of war-torn Videssos well. He had ousted the Pretender and put Thorisin Gavras on the throne. That made him a hero. But in Rome or Videssos,

Fortune was a fickle goddess. Now he and the legion were returning in triumph to the city of Videssos after defeating a powerful army of rebel mercenaries. But Marcus, betrayed by the one closest to him, was seized, dragged before the Emperor and questioned under the truth drug like a traitor. In court, only Alypia Gavra stuck by him - but consorting with the Emperor's niece was dangerous. It could lead to exile - or death! Yet Alypia was beautiful. And Marcus was lonely...