

# World Building Stephen L Gillett

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A Basic Guide to Writing, Selling, and Promoting Children's Books Betsy Blizzard Lee 2000

1997 IUCN Red List of Threatened Plants World Conservation Monitoring Centre 1998 This book represents the most comprehensive compilation of data on threatened vascular plants ever published. It includes the names of some 33,000 plant species determined to be rare or threatened on a global scale. Conservation assessments were provided by the IUCN Species Survival Commission, the National Botanical Institute (South Africa), Environment Australia, and CSIRO, The Nature Conservancy, the Smithsonian Institution, and the Royal Botanic Gardens, Kew, together with hundreds of botanic gardens and botanists throughout the world. The Royal Botanic Gardens Edinburgh and the New York Botanical Garden have made major in-kind contributions. The result of 20 years work by botanists and conservationists around the world, it is intended as a conservation tool, a provider of baseline information to measure conservation progress and as a primary source of data on plant species. Most importantly, however, it provides the building blocks on which to base a worldwide effort to conserve plant species.

The Phoenix Prescription David William Page 2008-11 Isolated in a New England hospital by the Blizzard of 1978, training surgeon Timothy Voight becomes solely responsible for two injured lovers. He decides on a unique, Phoenix-like prescription but then must decide if he should succumb to threats to transfer his patient despite the storm or perform a radical operation on his own.

The Armies of Memory John Barnes 2007-04-03 Learning that he is being targeted in an assassination plot as his fiftieth birthday approaches, Giraut Leones, a special agent for the human Thousand Cultures' shadowy Office of Special Plans, returns to his native world to recover top-secret information from an illegal underground colony. By the author of A Million Open Doors. Reprint.

The Army Medical Department, 1775-1818 Mary C. Gillett 1981

The Planet Construction Kit Mark Rosenfelder 2010-10 A companion volume to the Language Construction Kit, this book explains everything you need to know about creating your own world with its own geology, creatures, cultures, religions, technology, and styles of war- plus how to create maps, illustrations and 3-D models. An essential whether you're writing science fiction or fantasy, designing RPGs, creating movies or video games, or remodeling a spare asteroid.

Building Imaginary Worlds Mark J.P. Wolf 2014-03-14 Mark J.P. Wolf's study of imaginary worlds theorizes world-building within and across media, including literature, comics, film, radio, television, board games, video games, the Internet, and more. Building Imaginary Worlds departs from prior approaches to imaginary worlds that focused mainly on narrative, medium, or genre, and instead considers imaginary worlds as dynamic entities in and of themselves. Wolf argues that imaginary worlds—which are often transnarrative, transmedial, and transauthorial in nature—are compelling objects of inquiry for Media Studies. Chapters touch on: a theoretical analysis of how world-building extends beyond storytelling, the engagement of the audience, and the way worlds are conceptualized and experienced a history of imaginary worlds that follows their development over three millennia from the fictional islands of Homer's Odyssey to the present internarrative theory examining how narratives set in the same world can interact and relate to one another an examination of transmedial growth and adaptation, and what happens when worlds make the jump between media an analysis of the transauthorial nature of imaginary worlds, the resulting concentric circles of authorship, and related topics of canonicity, participatory worlds, and subcreation's relationship with divine Creation Building Imaginary Worlds also provides the scholar of imaginary worlds with a glossary of terms and a detailed timeline that spans three millennia and more than 1,400 imaginary worlds, listing their names, creators, and the works in which they first appeared.

The Guide to Writing Fantasy and Science Fiction Philip Athans 2010-07-18 Science fiction and fantasy is one of the most challenging--and rewarding!--genres in the bookstore. But with New York Times bestselling author Philip Athans and fantasy giant R. A. Salvatore at your side, you'll create worlds that draw your readers in--and keep them reading! Just as important, you'll learn how to prepare your work for today's market. Drawing on his years of experience as one of the most acclaimed professionals in publishing, Wizards of the Coast editor Athans explains how to set your novel apart--and break into this lucrative field. From devising clever plots and building complex characters to inventing original technologies and crafting alien civilizations, Athans gives you the techniques you need to write strong, saleable narratives. Plus! Athans applies all of these critical lessons together in an unprecedented deconstruction of a never-before-published tale by the one and only R. A. Salvatore! There are books on writing science fiction and fantasy, and then there's this book--the only one you need to create strange, wonderful worlds for your own universe of readers!

The Mammoth Book of Extreme Science Fiction Mike Ashley 2010-07-31 Here are 25 stories of science fiction that push the envelope, by the biggest names in an emerging new crop of high-tech futuristic SF - including Charles Stross, Robert Reed, Alastair Reynolds, Peter Hamilton and Neal Asher. High-tech SF has made a significant comeback in the last decade, as bestselling authors successfully blend the super-science of 'hard science fiction' with real characters in an understandable scenario. It is perhaps a reflection of how technologically controlled our world is that readers increasingly look for science fiction that considers the fates of mankind as a result of increasing scientific domination. This anthology brings together the most extreme examples of the new high-tech, far-future science fiction, pushing the limits way beyond normal boundaries. The stories include: "A Perpetual War Fought Within a Cosmic String", "A Weapon That Could Destroy the Universe", "A Machine That Detects Alternate Worlds and Creates a Choice of Christs", "An Immortal Dead Man Sent To The End of the Universe", "Murder in Virtual Reality", "A Spaceship So Large That There is An Entire Planetary System Within It", and "An Analytical Engine At The End of Time", and "Encountering the Untouchable."

Faint Echoes, Distant Stars Ben Bova 2009-10-13 Our neighboring planets may have the answer to this question. Scientists have already identified ice caps on Mars and what appear to be enormous oceans underneath the ice of Jupiter's moons. The atmosphere on Venus appeared harsh and insupportable of life, composed of a toxic atmosphere and oceans of acid -- until scientists concluded that Earth's atmosphere was eerily similar billions of years ago. An extraterrestrial colony, in some form, may already exist, just awaiting discovery. But the greatest impediment to such an important scientific discovery may not be technological, but political. No scientific endeavor can be launched without a budget, and matters of money are within the arena of politicians. Dr. Ben Bova explores some of the key players and the arguments waged in a debate of both scientific and cultural priorities, showing the emotions, the controversy, and the egos involved in arguably the most important scientific pursuit ever begun.

Gene Wolfe: 14 Articles on His Fiction Michael Andre-Driussi 2017-08-25 Ten essays and four reviews, originally published from 1993 to 2014, in "The New York Review of Science Fiction," "Foundation," "Extrapolation," "Ultan's Library," "The Magazine of Fantasy & Science Fiction," "The Internet Review of Science Fiction," "Quantum," and a chapbook on "The Fifth Head of Cerberus." Some of them are available for free online, but many are hard to find. Topics include: \*Six pieces on "The Book of the New Sun." \*An investigation on the possible star system in "The Fifth Head of Cerberus." \*Two overviews of Wolfe's work, one focusing on his short stories, the other on his novels. \*A look at the Japanese translation of "The Book of the New Sun."

UnEnchanted Chanda Hahn 2011-12-31 Mina Grime is unlucky, unpopular and uncoordinated, that is until she saves her crush's life on a field trip, changing her High School status from loser to hero overnight. But with her new found fame brings misfortune in the form of an old family curse come to light. For Mina is descended from the Brothers Grimm and has inherited all of their unfinished fairy tale business. Which includes trying to outwit a powerful Story from making her its next fairytale victim. To break the fairy tale curse on her family and make these deadly occurrences stop, Mina must finish the tales until the very Grimm end.

Off the Main Sequence Tom Easton 2006-10-01 Tom Easton has served as the monthly book review columnist for Analog Science Fiction for almost three decades, having contributed during that span many hundreds of columns and over a million words of penetrating criticism on the best literature that science fiction has to offer. His reviews have been celebrated for their wit, humor, readability, knowledge, and incisiveness. His love of literature, particularly fantastic literature, is everywhere evident in his essays. Easton has ever been willing to cover small presses, obscure authors, and unusual publications, being the only major critic in the field to do so on a regular basis. He seems to delight in finding the rare gem among the backwaters of the publishing field. "A reviewer's job," he says, "is not to judge books for the ages, but to tell readers enough about a book to give them some idea of whether they would enjoy it." And this he does admirably, whether he's discussing the works of the great writers in the field, or touching upon the least amongst them. This companion volume to "Periodic Stars" (Borgo/Wildside) collects another 250 of Easton's best reviews from the last fifteen years of "The Reference Library." No one does it better, and no other guide provides such lengthy or discerning commentary on the best SF works of recent times. Complete with Introduction and detailed Index.

The Craft of Writing Science Fiction That Sells Ben Bova 2016-10-19 Originally published: Cincinnati, Ohio: Writer's Digest Books, 1994.

Extraterrestrials Terence Dickinson 1994 Discusses the various ways writers, artists, and film-makers have depicted extraterrestrials, recounts efforts to detect life on the other planets of the solar system, and describes the different kinds of sense organs extraterrestrials might have and what beings from different types of environments might be like.

Time Travel Paul J. Nahin 2011-04-01 If you ever wanted to set up the latest and greatest grandfather paradox—or just wanted to know if the time-bending events in the latest pulp you read could ever happen—then this book is for you.

Responsibility and Psychopathy Luca Malatesti 2010-08-19 The discussion of whether psychopaths are morally responsible for their behaviour has long taken place in philosophy. In recent years this has moved into scientific and psychiatric investigation. Responsibility and Psychopathy discusses this subject from both the philosophical and scientific disciplines, as well as a legal perspective.

Writing the Breakout Novel Workbook Donald Maass 2004-06-14 Make Your Novel Stand Out from the Crowd! Noted literary agent and author Donald Maass has done it again! His previous book, Writing the Breakout Novel, offered novelists of all skill levels and genres insider advice on how to make their books rise above the competition and succeed in a crowded marketplace. Now, building on the success of its predecessor, Writing the Breakout Novel Workbook calls that advice into action! This powerful book presents the patented techniques and writing exercises from Maass's popular writing workshops to offer novelists first-class instruction and practical guidance. You'll learn to develop and strengthen aspects of your prose with sections on: • Building plot layers • Creating inner conflict • Strengthening voice and point of view • Discovering and heightening larger-than-life character qualities • Strengthening theme • And much more! Maass also carefully dissects examples from real-life breakout novels so you'll learn how to read and analyze

fiction like a writer. With authoritative instruction and hands-on workbook exercises, *Writing the Breakout Novel Workbook* is one of the most accessible novel-writing guides available. Set your work-in progress apart from the competition and write your own breakout novel today!

*Through Struggle, the Stars* John J. Lumpkin 2011-08-26 In 2139, a network of artificial wormholes has allowed humanity to reach nearby stars, where nations fiercely compete to settle new colony worlds. War is imminent between Earth's top powers, China and Japan, for reasons that no one entirely understands. Neil Mercer, a freshly commissioned officer in the United States Space Force, is assigned to shepherd a senior spy on a covert mission that risks drawing America into the conflict. In a story featuring high adventure, interstellar intrigue and some of the most scientifically realistic space combat depicted in fiction, Neil and his comrades must face difficult questions about duty, citizenship and national interest as they struggle to discover why the war threatens to engulf every nation on Earth. Recommended for fans of Tom Clancy, Patrick O'Brian, and Robert Heinlein. Also available as an e-book at [www.thehumanreach.net](http://www.thehumanreach.net). "It's all great, good fun ... " -- Don Sakers, *Analog Science Fiction and Fact*, May 2012 "... a fine and fast-paced read, very much recommended." -- Paul T. Vogel, *The Midwest Book Review*, January 2012

*Little Fuzzy* H. Beam Piper 2011-12-01 A miner on the planet Zarathustra crosses paths with an adorable fuzzy creature -- and soon realizes that the little guy may possess human-like intelligence. This realization may throw the social and political balance of the planet into question, and several different groups are soon engaged in a heated race to gauge the smarts of the small fuzzy fellows.

*World-building* Stephen Lee Gillett 1996 With Stephen Gillett's help, you'll be on solid ground, no matter what kinds of worlds you create for your science fiction. *World-Building* explains science to help you make your fiction plausible. You'll give your worlds the pull of gravity, aware of the effects on inhabitants and the planets themselves. Mix elements and build planets with chemically credible, geologically accurate characteristics - and anomalies - that affect those who live there. Create planetary "engines," convincing atmospheres and fact-based weather patterns. Colonize a truly weird world: ancient Earth. Explore our neighboring planets and their satellites for SF possibilities. Light and heat your landscapes with the right types of stars. See how things might be on a "chloroxygen" world and other hypothetical places. In this book, you'll follow calculations, read tables, view diagrams, learn what forces are at work in the universe, and see how you can harness them to give realism to the fantasy in your storytelling.

*Building Imaginary Worlds* Mark J.P. Wolf 2014-03-14 Mark J.P. Wolf's study of imaginary worlds theorizes world-building within and across media, including literature, comics, film, radio, television, board games, video games, the Internet, and more. *Building Imaginary Worlds* departs from prior approaches to imaginary worlds that focused mainly on narrative, medium, or genre, and instead considers imaginary worlds as dynamic entities in and of themselves. Wolf argues that imaginary worlds—which are often transnarrative, transmedial, and transauthorial in nature—are compelling objects of inquiry for Media Studies. Chapters touch on: a theoretical analysis of how world-building extends beyond storytelling, the engagement of the audience, and the way worlds are conceptualized and experienced a history of imaginary worlds that follows their development over three millennia from the fictional islands of Homer's *Odyssey* to the present internarrative theory examining how narratives set in the same world can interact and relate to one another an examination of transmedial growth and adaptation, and what happens when worlds make the jump between media an analysis of the transauthorial nature of imaginary worlds, the resulting concentric circles of authorship, and related topics of canonicity, participatory worlds, and subcreation's relationship with divine Creation *Building Imaginary Worlds* also provides the scholar of imaginary worlds with a glossary of terms and a detailed timeline that spans three millennia and more than 1,400 imaginary worlds, listing their names, creators, and the works in which they first appeared.

*Practices of Speculation* Jeanne Cortiel 2020-12-31 This volume offers innovative ways to think about speculation at a time when anticipation of catastrophe in an apocalyptic mode is the order of the day and shapes public discourse on a global scale. It maps an interdisciplinary field of investigation: the chapters interrogate hegemonic ways of shaping the present through investments in the future, while also looking at speculative practices that reveal transformative potential. The twelve contributions explore concrete instances of envisioning the open unknown and affirmative speculative potentials in history, literature, comics, computer games, mold research, ecosystem science and artistic practice.

*Fantastic Transmedia* C. Harvey 2015-05-26 Contemporary culture is packed with fantasy and science fiction storyworlds extending across multiple media platforms. This book explores the myriad ways in which imaginary worlds use media like films, novels, videogames, comic books, toys and increasingly user-generated content to captivate and energise contemporary audiences.

*The Oxford Handbook of Children's Film* Noel Brown 2022 *The Oxford Handbook of Children's Film* offers a uniquely comprehensive study of children's cinema from an interdisciplinary, nuanced, global perspective.

*Putting the Science in Fiction* Dan Koboldt 2018-10-16 Science and technology have starring roles in a wide range of genres--science fiction, fantasy, thriller, mystery, and more. Unfortunately, many depictions of technical subjects in literature, film, and television are pure fiction. A basic understanding of biology, physics, engineering, and medicine will help you create more realistic stories that satisfy discerning readers. This book brings together scientists, physicians, engineers, and other experts to help you: • Understand the basic principles of science, technology, and medicine that are frequently featured in fiction. • Avoid common pitfalls and misconceptions to ensure technical accuracy. • Write realistic and compelling scientific elements that will captivate readers. • Brainstorm and develop new science- and technology-based story ideas. Whether writing about mutant monsters, rogue viruses, giant spaceships, or even murders and espionage, *Putting the Science in Fiction* will have something to help every writer craft better fiction. *Putting the Science in Fiction* collects articles from "Science in Sci-fi, Fact in Fantasy," Dan Koboldt's popular blog series for authors and fans of speculative fiction ([dankoboldt.com/science-in-sci-fi](http://dankoboldt.com/science-in-sci-fi)). Each article discusses an element of sci-fi or fantasy with an expert in that field. Scientists, engineers, medical professionals, and others share their insights in order to debunk the myths, correct the misconceptions, and offer advice on getting the details right.

*Writing Fantasy and Science Fiction* Lisa Tuttle 2005 Lisa Tuttle begins by looking at the different kinds of novels in the science and fantasy fiction genres. She then moves on to look at ideas, word-building, language, structure, writing for children, co-authoring, short stories, and finding an agent. This edition advises on self-publishing and on-line publishing.

*You Write It: Science Fiction* John Hamilton 2009-01-01 This title gives children the tools they need to turn their creativity into readable, cohesive stories. Written by award-winning author and screenwriter John Hamilton, *You Write It!* Lays out for kids the format, organization, and development of a science fiction book. Novice writers of all ages will find this book a detailed yet easy-to-follow guide for turning thoughts and ideas into readable written works. *ABDO & Daughters* is an imprint of *ABDO Publishing Company*.

*Aliens and Alien Societies* Stanley Schmidt 1995 A thoughtful, clear and utterly fascinating reference, this book is absolutely vital to writers who want to put extraterrestrial life-forms in their novels and stories.

*The Writer's Guide to Weapons* Benjamin Sobieck 2015-07-09 When it comes to writing weapons, most authors shoot from the hip--and miss. *The Writer's Guide to Weapons* will help you hit your target every time. Firearms and knives have starring roles in a wide range of genres--crime, thriller, war, mystery, Western, and more. Unfortunately, many depictions of weapons in novels and film are pure fiction. Knowing the difference between a shotshell and a slug, a pistol and a revolver, or a switchblade and a butterfly knife is essential for imbuing your story with authenticity--and gaining popularity with discerning readers. Inside you'll find: • An in-depth look at the basics of firearms and knives: how they work, why they work, what they look like, and how to depict them accurately in your stories. • The biggest weapons myths in fiction, TV, and film. • A surefire guide for choosing the correct weapon for your characters, no matter their skill level, strength, or background. • A review of major gun and knife laws, weapons safety tips, and common police tactics. • "The Hit List," showcasing the most popular weapons for spies, detectives, gunslingers, gangsters, military characters, and more. • Examples highlighting inaccurate vs. accurate weapons depictions. • An insightful foreword by David Morrell, the award-winning creator of *Rambo*. Equal parts accessible, humorous, and practical, *The Writer's Guide to Weapons* is the one resource you need to incorporate firearms and knives into your fiction like a seasoned professional.

*Teaching Science Fact with Science Fiction* Gary Raham 2004 Strap yourself in and teach today's lesson with insight from some exciting futures as envisioned by the best classic and contemporary authors.

*How to Write Realistic Monsters, Aliens, and Fantasy Creatures* Jackson Dean Chase 2016-09-15 An essential guide to writing monsters, aliens, and fantasy creatures by Jackson Dean Chase, award-winning author of over 20 #1 best sellers. Includes over 150 plot ideas, plus a unique "Monster Builder" with lists of magic spells, psychic talents, and supernatural strengths and weaknesses to bring your creatures to life!

*The Net and the Butterfly* Olivia Fox Cabane 2017-02-07 In *The Charisma Myth*, Olivia Fox Cabane offered a groundbreaking approach to becoming more charismatic. Now she teams up with Judah Pollack to reveal how anyone can train their brain to have more eureka insights. The creative mode in your brain is like a butterfly. It's beautiful and erratic, hard to catch and highly valued as a result. If you want to capture it, you need a net. Enter the executive mode, the task-oriented network in your brain that help you tie your shoes, run a meeting, or pitch a client. To succeed, you need both modes to work together--your inner butterfly to be active and free, but your inner net to be ready to spring at the right time and create that "aha!" moment. But is there any way to trigger these insights, beyond dumb luck? Thanks to recent neuroscience discoveries, we can now explain these breakthrough moments--and also induce them through a series of specific practices. It turns out there's a hidden pattern to all these seemingly random breakthrough ideas. From Achilles' iconic moment in the bathtub to designer Adam Cheyer's idea for Siri, accidental breakthroughs throughout history share a common origin story. In this book, you will learn to master the skills that will transform your brain into a consistent generator of insights. Drawing on their extensive coaching and training practice with top Silicon Valley firms, Cabane and Pollack provide a step-by-step process for accessing the part of the brain that produces breakthroughs and systematically removing internal blocks. Their tactics range from simple to zany, such as: · Imagine an alternate universe where gravity doesn't exist, and the social and legal rules that govern it. · Map Disney's Pocahontas story onto James Cameron's *Avatar*. · Rid yourself of imposter syndrome through mental exercises. · Literally change your perspective by climbing a tree. · Stimulate your butterfly mode by watching a foreign film without subtitles. By trying the exercises in this book, readers will emerge with a powerful new capacity for breakthrough thinking.

*The Science in Science Fiction* Peter Nicholls 1983 An illustrated survey of the actual science behind recent science fiction investigates the frontiers of contemporary scientific knowledge and the possibility, and probability, of starships, cyborgs, time travel, and other "science-fiction" phenomena

*Ulysses*

*The Greenwood Encyclopedia of Science Fiction and Fantasy* Gary Westfahl 2005 A comprehensive three-volume reference work offers six hundred entries, with the first two volumes covering themes and the third volume exploring two hundred classic works in literature, television, and film.

*Watching Game of Thrones* Martin Barker 2021-03-23 *Game of Thrones* was an international sensation, and has been looked at from many different angles. But to date there has been little research into its audiences: who they were, how they engaged with and responded to it. This book presents the findings of a major international research project that garnered more than 10,000 responses to an innovative 'qualiquantitative' questionnaire. Among its findings are: a new way of understanding the place and role of favourite characters in audiences' responses; new insights into the role of fantasy in encouraging thinking about our own world; and an account of two combined emotions – relish and anguish – which structure audiences' reactions to controversial elements in the series.

*Cinema As a Worldbuilding Machine in the Digital Era* Alain Boillat 2022-02-15 This essay examines the primacy of worldbuilding in the age of CGI, transmedia practices and "high concept" fiction by studying the principles that govern the creation of a multiverse in a wide range of film and TV productions. Emphasis is placed on Hollywood sci-fi movies and their on-screen representation of imaginary machines that mirror the film medium, following in the tradition of Philip K. Dick's writings and the cyberpunk culture. A typology of worlds is established, as well as a number of analytical tools for assessing the impact of the coexistence of two or more worlds on the narrative structure, the style (uses of color,

editing practices), the generic affiliation (or hybridity), the seriality and the discourse produced by a given film (particularly in fictions linked to post-9/11 fantasies). Among the various titles examined, the reader is offered a detailed analysis of the Resident Evil film series, Total Recall and its remake, Dark City, the Matrix trilogy, Avatar, Source Code and other time-loop films, TRON and its sequel, Christopher Nolan's Tenet, and several TV shows - most notably HBO's Westworld, but also Sliders, Lost, Fringe and Counterpart. Kobold Guide to Worldbuilding Wolfgang Baur 2012-12 The Essential Elements for Building a World Roleplaying games and fantasy fiction are filled with rich and fascinating worlds: the Forgotten Realms, Glorantha, Narnia, R'lyeh, Middle-Earth, Barsoom, and so many more. It took startling leaps of imagination as well as careful thought and planning to create places like these: places that readers and players want to come back to again and again. Now, eleven of adventure gaming's top designers come together to share their insights into building worlds that gamers will never forget. Learn the secrets of designing a pantheon, creating a setting that provokes conflict, determining which historical details are necessary, and so much more. Take that creative leap, and create dazzling worlds of your own! Essays by Wolfgang Baur, Keith Baker, Monte Cook, Jeff Grubb, Scott Hungerford, David "Zeb" Cook, Chris Pramas, Jonathan Roberts, Michael A. Stackpole, Steve Winter, with an introduction by Ken Scholes. NOMINATED FOR TWO ENNIE AWARDS: Best Writing and Best RPG-Related Book Praise for Prior Kobold Design Guides "Highly recommended for gaming nerds everywhere." --CityBookReview.com "If you're an aspiring pro this book is a must. If you're a rules hacker like me, this stuff is solid gold." --Berin Kinsman, UncleBear Media "A fantastic collection ... A solid 5 star rating." --Joshua Guillion, AdventureAWeek.com "An amazing collection ... from some of the best designers and writers creating role-playing game material today." --Brian Fitzpatrick, BlogCritics.org

Stitching Snow R.C. Lewis 2014-10-14 Princess Snow is missing. Her home planet is filled with violence and corruption at the hands of King Matthias and his wife as they attempt to punish her captors. The king will stop at nothing to get his beloved daughter back—but that's assuming she wants to return at all. Essie has grown used to being cold. Temperatures on the planet Thanda are always sub-zero, and she fills her days with coding and repairs for the seven loyal drones that run the local mines. When a mysterious young man named Dane crash-lands near her home, Essie agrees to help the pilot repair his ship. But soon she realizes that Dane's arrival was far from accidental, and she's pulled into the heart of a war she's risked everything to avoid. In her enthralling debut, R.C. Lewis weaves the tale of a princess on the run from painful secrets . . . and a poisonous queen. With the galaxy's future—and her own—in jeopardy, Essie must choose who to trust in a fiery fight for survival.