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The Cogsmith's Daughter (Desertera #1) - Kate M Colby 2015-09-26

Packed with high-society intrigue, dappled with seduction, and driven by revenge, The Cogsmith's Daughter is a steampunk dystopian novel with the perfect mixture of conspiracy and romance.

Steampunk III: Steampunk Revolution - Ann VanderMeer 2012-10-05

Playfully mashing up the romantic elegance of the Victorian era with whimsically modernized technology, the wildly popular steampunk genre is here to stay. Now...long live the revolution! Steampunk Revolution features a renegade collective of writers and artists, including steampunk legends and hot, new talents rebooting the steam-driven past and powering it into the future. Lev Grossman's "Sir Ranulph Wykeham-Rackham, GBE, a.k.a. Roboticus the All-Knowing" is the Six-Million-Dollar Steampunk Man, possessing appendages and workings recycled from metal parts, yet also fully human, resilient, and determined. Bruce Sterling's "White Fungus" introduces steampunk's younger cousin, salvage-punk, speculating on how cities will be built in the future using preexisting materials. Cat Valente's "Mother Is a Machine" explores the merging of man and machine and a whole new form of parenting. In Jeff VanderMeer's anti-steampunk story "Fixing Hanover," a creator must turn his back on his creation because it is so utterly destructive. And Cherie Priest presents "The Clockroach," a new and very unsettling mode of transportation. Going far beyond corsets and goggles, Steampunk Revolution is not just your granddad's zeppelin—it's an even wilder ride.

Corsets & Clockwork - Trisha Telep 2011-05-26

Bestselling romance editor Trisha Telep brings an exciting new element to the fast-growing sub-genre of steampunk, which bends and blends the old and the new in increasingly popular dark urban fantasies. Young heroes and heroines battle evil, in various forms with the help of super-technological or supernatural powers, while falling in and out of love. Contributors include: Ann Aguirre a bestselling author who writes urban fantasy (the Corine Solomon series from Roc), romantic science fiction (the Jax series from Ace), apocalyptic paranormal romance (as Ellen Connor, writing with Carrie Lofty, from Penguin), paranormal romantic suspense (as Ava Gray from Berkley), and post-apocalyptic dystopian young adult fiction (Razorland and Wireville coming in 2011 from Feiwel & Friends). Tessa Gratton, her debut novel Blood Magic arrives in 2011 from Random House Children's Books, followed by the companion Crow Magic in 2012. Jaclyn Dolamore is the debut author of Magic Under Glass from Bloomsbury USA. Lesley Livingston is the award-winning author of Wondrous Strange and Darklight, the first two books in the bestselling trilogy from HarperCollins. Frewin Jones is the bestselling author of the Faerie Path series and the Warrior Princess books, among many others Caitlin Kittredge is the author of the Iron Codex trilogy, a Lovecraftian steampunk adventure. Dru Pagliassotti's first novel Clockwork Heart was one of the first in the rising new genre of steampunk romance and was named by Library Journal as one of the five steampunk novels to read in 2009. Dia Reeves is the debut author of the critically acclaimed YA Bleeding Violet. Michael Scott is the Irish-born, New York Times bestselling author of the six part epic fantasy series, The Secrets of the Immortal Nicholas Flamel. Maria V. Snyder is the New York Times bestselling author of the Study series (Poison Study, Magic Study, and Fire Study) about a young woman forced to become a poison taster. Tiffany Trent the author of the acclaimed YA dark fantasy series Hallowmere, which was an IndieBound Children's Pick and a New York Public Library Book of the Teen Age 2008. Kiersten White is the debut author of Paranormalacy, the first book in a new trilogy, which was published by HarperTeen in August of

2010. Adrienne Kress, is the author of Alex and the Ironic Gentleman and Timothy and the Dragon's Gate.

City of Secrets - Victoria Ying 2020-07-28

Read the graphic novel that Caldecott medal-winning illustrator, Dan Santat, calls, "An edge-of-your-seat thriller!" Ever Barnes is a shy orphan guarding a secret in an amazing puzzle box of a building. Most of the young women who work at the building's Switchboard Operating Facility, which connects the whole city of Oskar, look the other way as Ever roams around in the shadows. But one of them, Lisa, keeps an eye on the boy. So does the head of the Switchboard, Madame Alexander . . . a rather sharp eye. Enter Hannah, the spunky daughter of the building's owner. She thinks Ever needs a friend, even if he doesn't know it yet. Good thing she does! Lisa and Madame Alexander are each clearly up to something. Ever is beset by a menacing band of rogues looking to unlock the secret he holds--at any cost. And whatever is hidden deep in the Switchboard building will determine all of their futures. On a journey that twists and turns as much as the mechanical building Ever Barnes calls home, he and his new friend Hannah have to and out what's really going on in this mysterious city of secrets . . . or else!

The Book of Devices - İhsan Oktay Anar 2018

"He had sought to be the agent of all forces and actions on the Earth, and thus, just as he had transformed iron ingot into a music box, so had he strived to transform the Earth and all it contained into a machine." İhsan Oktay Anar's 1996 novella, "The Book of Devices," is a skeleton key to the ever-inventive author's fictional world set in the Ottoman times. Here are the wonderful histories of the triumphs and tribulations of three Ottoman inventors, "as reported by the narrators of events and relators of traditions." By turns humorous and touching, these interlinked stories are nutshells of vividly imagined past. While we follow Yafes Chelebi and his two successors in their search for the secret of the perpetual motion, the crumbling empire undergoes drastic changes in the background and the city of their dreams, Istanbul, witnesses coup d'tats, Westernizing reforms, and the advent of technological innovation. Written in a unique idiom that is both a tender mimicry and witty parody of the Ottoman bureaucratic prose, The Book of Devices is Anar at his imaginative best. One cannot help but wonder how a twenty-first-century author can dwell in the past with such ease and come back to the present, as in a Borgesian parable, with a cabinet of dreamy curiosities.

Virtual Victorians - Veronica Alfano 2016-01-18

Exploring how scholars use digital resources to reconstruct the 19th century, this volume probes key issues in the intersection of digital humanities and history. Part I examines the potential of online research tools for literary scholarship while Part II outlines a prehistory of digital virtuality by exploring specific Victorian cultural forms.

Hidden - Skye MacKinnon

My name is Louise and I am no longer the last human on Mars. It's been one month since Louise's men awoke. Slowly, they're finding a routine in keeping the station going. It's not easy, but they're getting by... until communications with Earth break down. Suddenly, they're on their own, and things that should have stayed hidden creep to the surface. Will Louise's men be able to help her get rid of her ghosts? The second book in the Mars Diaries, a sci-fi reverse harem set on Mars. Search terms: science fiction, sci-fi, scifi romance, science fiction romance, Mars, space colony, colony, reverse harem, reverse harem romance, scifi reverse harem, fairy tale retelling, scifi fairy tale, delusion, futuristic, dystopian, the Drowning, Six Swans,

mental health, trauma, death, virus, plague, epidemic, sole survivor, exploration, colonisation, ptsd, steamy romance

The Half-Made World - Felix Gilman 2010-10-12

A fantastical reimagining of the American West which draws its influence from steampunk, the American western tradition, and magical realism The world is only half made. What exists has been carved out amidst a war between two rival factions: the Line, paving the world with industry and claiming its residents as slaves; and the Gun, a cult of terror and violence that cripples the population with fear. The only hope at stopping them has seemingly disappeared—the Red Republic that once battled the Gun and the Line, and almost won. Now they're just a myth, a bedtime story parents tell their children, of hope. To the west lies a vast, uncharted world, inhabited only by the legends of the immortal and powerful Hill People, who live at one with the earth and its elements. Liv Alverhusen, a doctor of the new science of psychology, travels to the edge of the made world to a spiritually protected mental institution in order to study the minds of those broken by the Gun and the Line. In its rooms lies an old general of the Red Republic, a man whose shattered mind just may hold the secret to stopping the Gun and the Line. And either side will do anything to understand how. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Airborn - Kenneth Opiel 2009-09-22

Sailing toward dawn, and I was perched atop the crow's nest, being the ship's eyes. We were two nights out of Sydney, and there'd been no weather to speak of so far. I was keeping watch on a dark stack of nimbus clouds off to the northwest, but we were leaving it far behind, and it looked to be smooth going all the way back to Lionsgate City. Like riding a cloud. . . . Matt Cruse is a cabin boy on the Aurora, a huge airship that sails hundreds of feet above the ocean, ferrying wealthy passengers from city to city. It is the life Matt's always wanted; convinced he's lighter than air, he imagines himself as buoyant as the hydrium gas that powers his ship. One night he meets a dying balloonist who speaks of beautiful creatures drifting through the skies. It is only after Matt meets the balloonist's granddaughter that he realizes that the man's ravings may, in fact, have been true, and that the creatures are completely real and utterly mysterious. In a swashbuckling adventure reminiscent of Jules Verne and Robert Louis Stevenson, Kenneth Opiel, author of the best-selling Silverwing trilogy, creates an imagined world in which the air is populated by transcontinental voyagers, pirates, and beings never before dreamed of by the humans who sail the skies.

The Machine Anxieties of Steampunk - Kathe Hicks Albrecht 2021-11-04

What is steampunk and why are people across the globe eagerly embracing its neo-Victorian aesthetic? Old-fashioned eye goggles, lace corsets, leather vests, brass gears and gadgets, mechanical clocks, the look appears across popular culture, in movies, art, fashion, and literature. But steampunk is both an aesthetic program and a way-of-life and its underlying philosophy is the key to its broad appeal. Steampunk champions a new autonomy for the individual caught up in today's technology-driven society. It expresses optimism for the future but it also delivers a note of caution about our human role in a world of ever more ubiquitous and powerful machines. Thus, despite adopting an aesthetic and lifestyle straight out of the Victorian scientific romance, steampunk addresses significant 21st-century concerns about what lies ahead for humankind. The movement recovers autonomy from prevailing trends even as it challenges us to ask what it is to be human today.

Heart of Brass - Kate Cross 2012-05-01

Arden is an undercover agent for one of the most powerful organizations of this steam powered world—the Wardens of the Realm—a group with extraordinary abilities, dedicated to protecting England against evil. Arden Grey enjoys a life most women in 1898 London can't even dream of: She has the social status, wealth, and independence of a countess. She also has the ability to witness the final moments of a murder victim's life. But ever since the disappearance of her husband, Lucas, none of this means anything to her. Until one night, when Arden spies a man watching her—a man she recognizes as her missing husband. He's been ordered to assassinate Arden as retribution for her part in the killing of a Company agent. Luke remembers nothing of his life before the Company, a corrupt agency that has erased his memory. Even so, he can't seem to complete his assignment. There is something familiar about his lovely target, something that attracts him, and fills him with dread. For he knows that if he doesn't kill her, someone else will—and

kill him as well.

Steampunk Carnival - Cassandra Leuthold 2015-06-16

Crossing her boss will be one dangerous ride. Katya Romanova gave up everything to work at the one-of-a-kind Steampunk Carnival, and she wouldn't want to be anywhere else. Her elaborate costumes win her all the attention she seeks, including the sporadic affections of her boss, carnival owner William Warden. But in the summer of 1887, death threats against Mr. Warden shake everyone's sense of security. The unknown sender could harm them all. When Katya stirs up unexpected evidence proving Mr. Warden hid the carnival's true origins, she realizes he aims to protect only himself. To return the spirit of fun and freedom to the place she loves, Katya sets out to replace Mr. Warden with the carnival's inventor. As violent events erupt, Mr. Warden fights for strict control of his business and Katya's loyalty. Trapped between his charm and his tyranny, Katya must pretend to comply even as she plots against him. With the adoration of the entire country supporting Mr. Warden, nothing less than the perfect plan will succeed. One misplaced move could throw Katya's best friend and new love into danger. Failing means neither she nor the establishment's rightful owner ever sees the carnival again.

The Steampunk Tarot - Barbara Moore 2012

Where the past and future converge . . . With a turn of the wheel and a spin of the cog, the oracular machinery lumbers into action. The curtains slowly draw back; the time has come to reveal your destiny. Created by award-winning tarot expert Barbara Moore and brilliantly brought to life by artist Aly Fell, The Steampunk Tarot deck offers a glimpse of the future through a lens to the past. Retooling the gears of the Rider-Waite tradition, each card's intricate artwork depicts a scintillating fusion of man and machine, nature and technology, science and alchemy, romance and fashion. The included manual offers tips, original spreads, and guidance in card interpretation. Praise: "An electric marriage of favorite geeky things, this deck is the perfect formula." —Geek Mom Blog on Wired.com

The Steampunk Bible - Jeff VanderMeer 2012-06-01

Steampunk—a grafting of Victorian aesthetic and punk rock attitude onto various forms of science-fiction culture—is a phenomenon that has come to influence film, literature, art, music, fashion, and more. The Steampunk Bible is the first compendium about the movement, tracing its roots in the works of Jules Verne and H. G. Wells through its most recent expression in movies such as Sherlock Holmes. Its adherents celebrate the inventor as an artist and hero, re-envisioning and crafting retro technologies including antiquated airships and robots. A burgeoning DIY community has brought a distinctive Victorian-fantasy style to their crafts and art. Steampunk evokes a sense of adventure and discovery, and embraces extinct technologies as a way of talking about the future. This ultimate manual will appeal to aficionados and novices alike as author Jeff VanderMeer takes the reader on a wild ride through the clockwork corridors of Steampunk history.

The Steampunk Adventurer's Guide: Contraptions, Creations, and Curiosities Anyone Can Make - Thomas Willeford 2013-11-22

Fascinatingly Fun, Family-Friendly Steampunk Projects "Here's a Steampunk tale with an invitation to build Steampunk props. An interactive notion; an imaginative adventure; and a way to further stimulate your own imagination." -- From the Foreword by David Silverman, director and producer of The Simpsons Movie and codirector of Monsters, Inc. Steampunk stalwart Thomas Willeford cordially invites you on an adventure--one in which you get to build ingenious devices of your own! Lavishly illustrated by award-winning cartoonist Phil Foglio, The Steampunk Adventurer's Guide: Contraptions, Creations, and Curiosities Anyone Can Make presents 10 intriguing projects ideal for makers of all ages and skill levels, woven into an epic tale of mystery and pursuit. Follow the exploits of Isaac and Amelia, a brother and sister who must devise a series of beguiling gizmos to rescue their uncle from a skyship that's been commandeered by a nefarious villain and his rogue automatons. Each chapter contains an installment of this captivating story along with the step-by-step instructions and list of tools and materials you'll need to create the featured gadgets. Discover how to forge these imaginative contraptions: Decoder armguard Signaling periscope Goggles Grappling hook launcher Airship harness Glider wings Rivet gun Power armor Magnetic amplification gauntlet Rocket pack

Tainted - Morgan L. Busse 2016-04-15

What Happens When Your Soul Dies? Kat Bloodmayne is one of the first women chosen to attend the Tower Academy of Sciences. But she carries a secret: she can twist the natural laws of science. She has no idea where this ability came from, only that every time she loses control and unleashes this power, it kills a part of her soul. If she doesn't find a cure soon, her soul will die and she will become something else entirely. After a devastating personal loss, Stephen Grey leaves the World City Police Force to become a bounty hunter. He believes in justice and will stop at nothing to ensure criminals are caught and locked up. However, when Kat Bloodmayne shows up in his office seeking his help, his world is turned upside down. Together they search World City and beyond for a doctor who can cure Kat. But what they discover on the way goes beyond science and into the dark sphere of magic. Book one of The Soul Chronicles series. [Dreya Love Blood and Fire](#) - Dana Lyons 2018-03-31

Inhuman? Exceptional? Noble? They seek their maker. FBI Special Agent Dreya Love has questions for Dr. Anthony Lazar, creator of Nobility. But first, she and her exceptional team, Rhys, and Quinn have a killer to catch. On Draco Station, an ultra-secret government/corporate installation over the planet Draco Prime, mining Vulkillium is a mega billion-dollar business for those in profit sharing. But to work the planet's surface you need a special kind of human—a Draco Demon. When bodies start turning up on the space station, Dreya and her team leave Earth. Dr. Anthony Lazar is brilliant. Unfortunately for humanity, he's quite insane. He has his own vision about what the human race should be like, and he has the tools to implement his ideals. After all, he is smarter than God. A madman, a dragon with dreams of blood and fire, and a sheriff with a grudge complicate Dreya, Rhys, and Quinn's search for answers on the backside of hell, Draco Station.

Creative Techniques for Rug Hookers - Donna Hrkman 2015-11-15

After you've mastered the basics of hooking and designing rugs, kick your art up a notch with your own artistic vision and personal touches. The creative approaches and techniques in this book will help you make every piece extra special and uniquely yours! • Hooking realistic portrait rugs • Awareness rugs—create art with a message • Special borders and embellishments • Steampunk designs

Steampunk Emporium - Jema Hewitt 2011-05-26

Embark on a most extraordinary expedition Make haste and pack your bags right away — you're not going to want to delay this charming adventure! Whilst perusing the pages of Steampunk Emporium, the harrowing antics of Miss Emily Ladybird will engage you in the most enchanting of worlds. Join her as she records the adventures of intergalactic space pirates, undersea voyagers and Jurassic explorers — all the while, dabbling in the details of which baubles best benefit the venturesome class. Discover within: • 20 beautiful and whimsical designs accompanied by detailed step-by-step images and meticulous instruction. • Projects ranging from decadent jewelry, medals of great distinction, wine charms for imbibers and many devices of note. • Superb instruction for a variety of jewelry, polymer clay and mixed media techniques you can use in all your adornment escapades. Let Steampunk Emporium outfit you for the unabashed adventure of a lifetime!

199 Cemeteries to See Before You Die - Loren Rhoads 2017-10-24

A hauntingly beautiful travel guide to the world's most visited cemeteries, told through spectacular photography and their unique histories and residents. More than 3.5 million tourists flock to Paris's Pö Lachaise cemetery each year. They are lured there, and to many cemeteries around the world, by a combination of natural beauty, ornate tombstones and crypts, notable residents, vivid history, and even wildlife. Many also visit Mount Koya cemetery in Japan, where 10,000 lanterns illuminate the forest setting, or graveside in Oaxaca, Mexico to witness Day of the Dead fiestas. Savannah's Bonaventure Cemetery has gorgeous night tours of the Southern Gothic tombstones under moss-covered trees that is one of the most popular draws of the city. *199 Cemeteries to See Before You Die* features these unforgettable cemeteries, along with 196 more, seen in more than 300 photographs. In this bucket list of travel musts, author Loren Rhoads, who hosts the popular Cemetery Travel blog, details the history and features that make each destination unique. Throughout will be profiles of famous people buried there, striking memorials by noted artists, and unusual elements, such as the hand carved wood grave markers in the Merry Cemetery in Romania.

[The Manual of Aeronautics](#) - Scott Westerfeld 2012-08-21

A lavishly illustrated, full-color companion to Scott Westerfeld's New York Times bestselling Leviathan trilogy. A must-have for any fan of Scott Westerfeld's Leviathan trilogy, *The Manual of Aeronautics* is an illustrated guide to the inner workings of the Darwinist and Clanker powers. Loaded with detailed descriptions and elaborate, four-color illustrations of Darwinist beasties and Clanker walkers, weapons, transport, and uniforms, this manual highlights the international powers that Deryn and Alek encounter throughout their around-the-world adventures. This guide draws back the curtain and reveals the inner depths of Westerfeld's fascinating alternative world.

Geek Mom - Natania Barron 2012-10-30

It's fast becoming a geek world out there, and all moms need to show off their tech smarts and superhero-like skills in order to keep their savvy kids entertained and engaged. *Geek Mom: Projects, Tips, and Adventures for Moms and Their 21st-Century Families* explores the many fun and interesting ways that digital-age parents and kids can get their geek on together. Imaginative ideas for all ages and budgets include thrifty Halloween costumes, homemade lava lamps, hobbit feasts, and magical role-playing games. There are even projects for moms to try when they have a few precious moments alone. With six sections spanning everything from home-science experiments to superheroes, this comprehensive handbook from the editors of *Wired.com's* popular *GeekMom* blog is packed with ideas guaranteed to inspire a love of learning and discovery. Along the way, parents will also find important tips on topics such as determining safe online communities for children, organizing a home learning center, and encouraging girls to love science. Being geeky is all about exploring the world with endless curiosity. *Geek Mom* is your invitation to introducing the same sense of wonder and imagination to the next generation.

[Kiss My Corset](#) - Skye MacKinnon 2018-03-07

DX-4, also known as Dex, is a hybrid: not quite human, not quite machine. She spends her days running errands for her masters, until one day she ends up in a bit of a pickle. Meaning she could be killed for what she did. Her three masters try everything they can to help her, but will it be enough? Can they take on the richest man in the city to save their beloved hybrid? A short steampunk reverse harem romance.

[Aurorarama](#) - Jean-Christophe Valtat 2012

New Venice, an Arctic city, seems calm on the outside but a revolt is brewing, as there are tensions between the Eskimos and the city's Subtle Army, while the secret police, the Gentlemen of the Night, suspect that a prominent citizen, Brentford Orsini, has written a rebellious pamphlet.

Steamlust - Kristina Wright 2011-10-04

Not quite sure what steampunk is? Think Victorian elegance and aesthetics meets futuristic invention and exploration. Kristina Wright's inventive anthology blends elements of science fiction, history and fantasy in just about any time period imaginable - and throws plenty of hot sex into the mix! Fetishising the wardrobe, language, fantasy and rituals of steampunk, *Steamlust* includes alternate histories, second worlds, time travel and contemporary settings.

Steaming Into a Victorian Future - Julie Anne Taddeo 2013

Presents a collection of essays looking at the social and cultural aspects of steampunk and its relationship to popular culture.

[Alone](#) - Skye MacKinnon

It all started with a headache. Next came the cramps. Then, the pain. Cries and wails filled the station. The bloody cough killed most of them. The others succumbed to the fever. And then, silence. I'm the only one left. My name is Louise and I'm the only human on Mars. A sci-fi reverse harem serial based on the Six Swans fairy tale. First published in the *Once Upon A Twist* anthology. This story is set in the same world as *The Drowning* series. ~Reading order~ *The Mars Diaries* *Alone* *Hidden Found* *The Drowning* *Polar Destiny* *Polar Fates* *Polar Miracle* (coming soon) Search terms: science fiction, sci-fi, scifi romance, science fiction romance, Mars, space colony, colony, reverse harem, reverse harem romance, scifi reverse harem, fairy tale retelling, scifi fairy tale, delusion, futuristic, dystopian, the Drowning, Six Swans, mental health, trauma, death, virus, plague, epidemic, sole survivor

[Steampunk](#) - Claire Nally 2019-06-27

What is steampunk? Fashion craze, literary genre, lifestyle - or all of the above? Playing with the scientific innovations and aesthetics of the Victorian era, steampunk creatively warps history and presents an

alternative future, imagined from a nineteenth-century perspective. In her interdisciplinary book, Claire Nally delves into this contemporary subculture, explaining how the fashion, music, visual culture, literature and politics of steampunk intersect with theories of gender and sexuality. Exploring and occasionally critiquing the ways in which gender functions in the movement, she addresses a range of different issues, including the controversial trope of the Victorian asylum; gender and the graphic novel; the legacies of colonialism; science and the role of Ada Lovelace as a feminist steampunk icon. Drawing upon interviews, theoretical readings and textual analysis, Nally asks: why are steampunks fascinated by our Victorian heritage, and what strategies do they use to reinvent history in the present?

Steampunk - Henry Winchester 2014-01-28

Imagine a world where steam is the main source of power, but the attitudes are distinctly futuristic - the romance of the past meets the technology of the future. Steampunk is a subculture on the rise, an exciting mix of adventure and sci fi in a world full of cogs and rivets, goggles and corsets. Influenced by the worlds created by H.G. Wells and Jules Verne, Steampunk has grown into a movement encompassing fashion, art, movies, literature and even music. Films such as *The League of Extraordinary Gentlemen* catapulted steampunk to the big screen, whilst events have sprung up all over the world in which fans create magnificent costumes and put steampunk twists on modern devices. As you read this exciting new book, enjoy a stunning selection of artworks portraying the ecstatic fantasy of steam-powered worlds.

[Cogs in Time](#) - Cory Turner 2014-10-15

The adventure continues and the cogs keep on turning as you set sail aboard magnificent airships, venture into exotic times and places, revisit some of your favorite characters, and fall in love with new heroes and rogues. In dusty towns, remote areas, thriving cities, and secret worlds, a strange technological revolution reigns. Inventors, dreamers, and revolutionist rule in worlds of steam driven machines, cog powered humanoids, clockwork miracles, and paranormal magic. Dressed in corsets, top hats, and cog lined finery, the heroes and heroines exist somewhere between futuristic technology and ancient knowledge. Twenty-one talented authors, artists and poets have come together to bring you volume 2 of this Steampunk Anthology series. The product of this collaboration is an incredible journey through a blend of sci-fi, fantasy, action, adventure, history, paranormal, and romance that embraces the roots of Steampunk while pushing the genre to new, bolder limits. Contributor List with Titles: *The Eye* by Jeff Motsinger (Art) *Passing of Time* by Eada Janes (Poem) *The Bleeding of the Thief* by KC Finn (Story) *One Last Dance* by Nicole Daffurn (Story) *A Tale* by Cory Turner (Story) *Aztecs* by Cindy J. Smith (Poem) *Uncle Tom's Heart* by Emma Michaels and Michael Cross (Story) *Candy Apple Red* by Deborah Dalton (Story) *Clear Skies* by Andrea L. Staum (Story) *Darkened Love* by Monica Reents (Poem) *The Ticker* by Beth W. Patterson (Story) *Ice Breaker* by Aubrey Daimant (Story) *Second Chances* by Samantha Ketteman (Story) *Stranded Wings* by Catherine Stovall (Art) *Treasures of Time* by Jeannette Joyal (Poem) *The Angel* by Sherwin Mathews (Story) *The Servants of Orion* by Faith Marlow (Story) *The Stormling's Invention* by Lexi Ostrow (Story) *The Turn of the Cog* by Eada Janes (Poem) *Times of Arrival* by Wayne Carey (Story) *Poison* by Catherine Stovall (Story) *The Ghost in the Machine* by SJ Davis (Story)

The Art of Steam Punk - Dopress Books 2016-06

More than just cogs, gears, and goggles, steampunk burst from the pages of science fiction and fantasy inspired by the likes of Jules Verne and H.G. Wells and rapidly grew into one of the most recognizable aesthetic movements of the 21st century. *Steampunk: The Art of Retro-Futurism* gathers work by the best artists, designers, and craftsmen in the field in a collection sure to fire the imagination of any fan. Its pages overflow with intricate sculpture work, digital and traditional art, and fashion that is at once decadent and utilitarian, perfect for an afternoon fixing your airship or an evening spent at a retro-futuristic Victorian ball. Projects within include conceptual designs and realized projects in fashion, sculpture, toys, props, and more, all of which explore a world where inventions of the past and a fantastical future coexist. Features the works of artists such as Samuel Gomez, Kazuhiko Nakamura, Nicole Stengel, 2-Far Playthings, and many more.

The Art of Steampunk - Arthur W. Donovan 2011

Dive into the world of Steampunk where machines are functional pieces of art and the design is only as limited as the artist's imagination.

Destiny's Fire - Trisha Wolfe 2012-01-10

It's the year 2040, and sixteen-year-old Dez Harkly is one of the last of her kind-part of a nearly extinct race of shape-shifters descended from guardians to the Egyptian pharaohs. Her home and her secret are threatened when the Council lowers the barrier, allowing the enemy race to enter the Shythe haven. As the Narcolym airships approach, Dez and her friends rebel against their Council and secretly train for battle. Not only is Dez wary of war and her growing affection for her best friend Jace, she fears the change her birthday will bring. When Dez's newfound power rockets out of control, it's a Narcolym who could change her fate...if she can trust him. Dez's guarded world crumbles when she discovers why the Narcos have really come to Haven Falls, and she's forced to choose between the race who raised her and the enemy she's feared her whole life.

The Falling Machine - Andrew Mayer 2011-06-21

This new steampunk series opens in 1880, when women aren't allowed to vote, much less dress up in a costume and fight crime. But twenty year-old socialite Sarah Stanton still dreams of becoming a hero. Her opportunity arrives in tragedy when the leader of the Society of Paragons, New York's greatest team of gentlemen adventurers, is murdered right before her eyes. To uncover the truth behind the assassination, Sarah joins forces with the amazing mechanical man known as The Automaton. Together they unmask a conspiracy at the heart of the Paragons that reveals the world of heroes and high-society is built on a crumbling foundation of greed and lies. When Sarah comes face to face with the megalomaniacal villain behind the murder, she must discover if she has the courage to sacrifice her life of privilege and save her clockwork friend. From the Trade Paperback edition.

Found - Skye MacKinnon

We thought everything was perfect. We had our own planet, the freedom to do whatever we wanted, the resources to survive. And our family. My six men and me. Unconventional, strange, and utterly amazing. I never thought I could feel this much love without exploding, but it worked. For the first time in forever, I was happy. There was no news from Earth, but we thought we didn't need them anymore. We'd made it for six months without contact. But of course, happiness never lasts. And when happiness disappears on Mars, disaster strikes. This is the third and final episode in the Mars Diaries, a sci-fi reverse harem based on the Six Swans fairy tale. ~Reading order~ *The Mars Diaries Alone Hidden Found The Drowning Polar Destiny Polar Fates Polar Miracle* (coming soon) Search terms: science fiction, sci-fi, scifi romance, science fiction romance, Mars, space colony, colony, reverse harem, reverse harem romance, scifi reverse harem, fairy tale retelling, scifi fairy tale, delusion, futuristic, dystopian, the Drowning, Six Swans, mental health, trauma, death, virus, plague, epidemic, sole survivor, exploration, colonisation, ptsd, steamy romance, thriller, bomb, suspense, countdown, terrorism, danger, action

Falling Sky - Rajan Khanna 2014-10-07

Ben Gold lives in dangerous times. Two generations ago, a virulent disease turned the population of most of North America into little more than beasts called Ferals. Some of those who survived took to the air, scratching out a living on airships and dirigibles soaring over the dangerous ground. Ben, a lone wolf, has reluctantly agreed to use his skills and his airship to help an idealist scientist, Miranda, on her search for a cure. Protecting her from Ferals is dangerous enough but when power-mad raiders run rampant, Ben finds himself in the most dangerous place of all—the ground. Ben's journey leads him to Gastown, a city in the air recently conquered by belligerent and expansionist pirates. Old friends and new enemies are drawn into a struggle that quickly becomes a fight for the fate of the world. Ben must decide to focus on his own survival or risk it all on a desperate chance for a better future. From the Trade Paperback edition.

[Steampunk Iron-On Transfer Patterns](#) - Ramona Szczerba 2013-06-19

More than 40 hip and humorous iron-on transfers in the popular steampunk mode offer a distinctive way for the fashion-conscious to decorate their clothes and possessions. Suitable for embellishing jackets, corsets, handbags, pillows, and other fabric items, the transfers feature stylized robots, blimps, clock faces, and a host of other mash-up motifs.

[Creative Haven Steampunk Fashions Coloring Book](#) - Marty Noble 2015-09-16

Based on fashions from steampunk literature, 31 original designs combine Victorian-era clothing with goggles, clocks, and other technological accessories. The intricacy and post-apocalyptic air of the

illustrations offer creatively challenging, unique coloring experiences.

Avalon Revisited - O.M. Grey 2013-01-15

Arthur Tudor has made his existence as a vampire bearable for over three hundred years by immersing himself in blood and debauchery. Aboard an airship gala, he meets Avalon, an aspiring vampire slayer who sparks fire into Arthur's shriveled heart. Together they try to solve the mystery of several horrendous murders on the dark streets of London. Cultures clash and pressures rise in this very steamy tale. "...a delightful combination of historical fiction, romance and steampunk..." ~True-blood.net "From its opening scene until the final page, this intriguing novel engages the reader's interest...witty dialogue, historical authenticity, and mystery result in a highly entertaining novel" ~Bitten by Books "Fans of Gail Carriger will

LOVE Avalon Revisited...Pick it up- it's a great read!" ~ Old Towne Books & Tea

Dead Iron - Devon Monk 2011-07-05

Welcome to a new America that is built on blood, sweat, and gears... In steam age America, men, monsters, machines, and magic battle for the same scrap of earth and sky. In this chaos, bounty hunter Cedar Hunt rides, cursed by lycanthropy and carrying the guilt of his brother's death. Then he's offered hope that his brother may yet survive. All he has to do is find the Holder: a powerful device created by mad devisers-and now in the hands of an ancient Strange who was banished to walk this Earth. In a land shaped by magic, steam, and iron, where the only things a man can count on are his guns, gears, and grit, Cedar will have to depend on all three if he's going to save his brother and reclaim his soul once and for all...