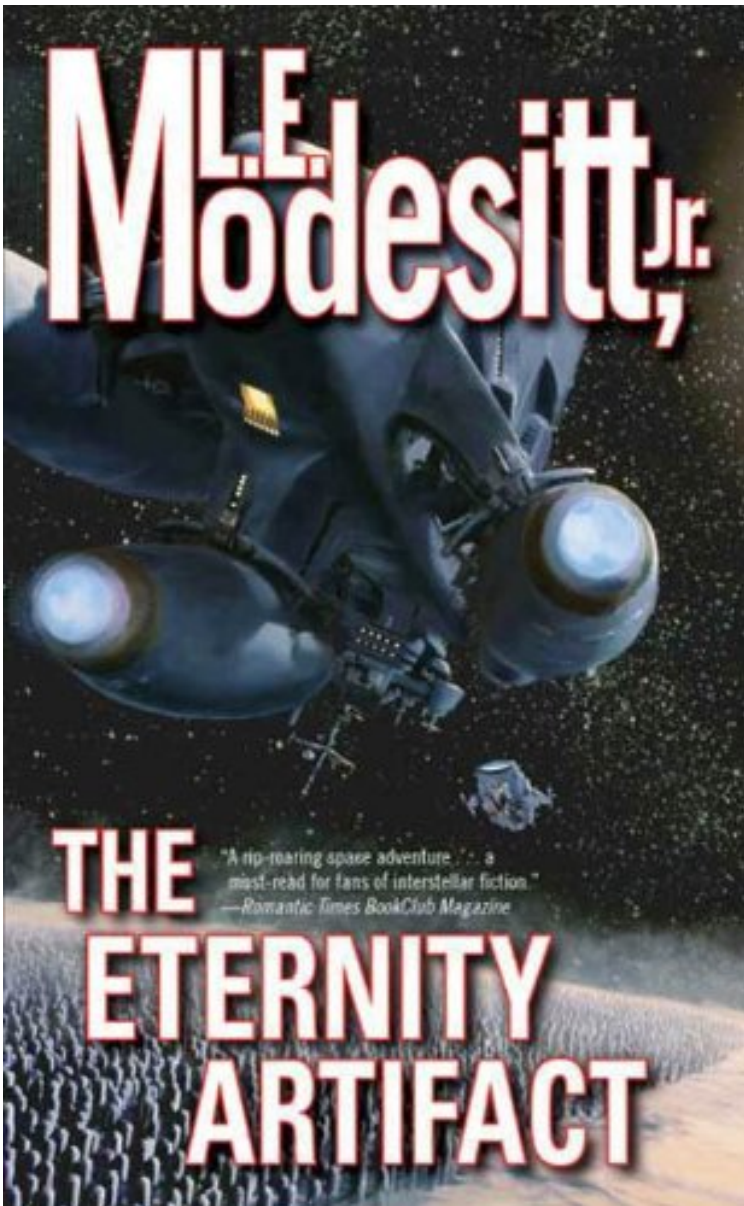


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The Eternity Artifact



*Par L. E. Modesitt Jr.
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Description :

Prsentation de l'diteur5,000 years in the future, humankind has spread across thousands of worlds, and more than a dozen different governments exist in an uneasy truce. But human beings have found no signs of other life anywhere approaching human intelligence. This changes when scientists discover a sunless planet they name Danann, travelling the void just beyond the edge of the Galaxy at such a high speed that it cannot be natural. Its continents and oceans have been sculpted and shaped, with but a single megaplex upon it--close to perfectly preserved--with tens of thousands of near-identical metallic-silver-blue towers set along curved canals. Yet Danann has been abandoned for so long that even the atmosphere has frozen solid. Within a few

years Danann will approach an area of singularities that will make exploration and investigation impossible. Orbital shuttle pilot Jiendra Chang, artist Chendor Barna, and history professor Liam Fitzhugh are recruited by the Comity government and its Deep Space Service, along with scores of other experts as part of an unprecedented and unique expedition to unravel Danann's secrets. And there are forces that will stop at nothing to prevent them, even if it means interstellar war.

Other Series by L.E. Modesitt, Jr. The Saga of Recluce The Imager Portfolio The Corean Chronicles The Spellsong Cycle The Ghost Books The Ecolitan Matter The Forever Hero Timegod's World Other Books The Green Progression Hammer of Darkness The Parafaith War Adiamante Gravity Dreams The Octagonal Raven Archform: Beauty The Ethos Effect Flash The Eternity Artifact The Elysium Commission Viewpoints Critical Haze Empress of Eternity The One-Eyed Man Solar Express

At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. From Publishers Weekly The prolific Modesitt (Flash) employs four different narrative perspectives in this slow-moving tale of far-future intergalactic human civilizations, with often compelling if sometimes repetitive results. The enlightened, progressive government of the Comity persuades artist Chendor Barna, cultural historian Liam Fitzhugh, shuttle pilot Jiendra Chang and assassin Goodman/Bond to join an exploratory space voyage to a mysterious, uninhabited terraformed world named Danann. At a site on Danann so old that the atmosphere is solid ice, the four discover a marvelous artifact that allows them to speculate on its implications for the technological level of the unknown aliens who created it and the changing nature of the universe. This revolutionary discovery, however, leads to conflict between the Comity and the worlds of the Zionist Covenant and Muslim Sunnis, who want to prevent access to advanced technologies and suppress knowledge of ancient alien life-forms. Readers who like both hard science and realistic sociology will be rewarded. (Oct.) Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

Booklist In the far future, humans occupy thousands of worlds and get along as well as we do on one but have found no signs of other intelligent life. Then a new world--an abandoned, near--frozen place containing a megaplex of towers--is discovered. In a few years, that planet's path will take it into an area in which exploration is impossible. The Comity government's Deep Space Service hastily assembles an explorer ship and a selection of experts, including pilot Jiendra Chang, artist Chendor Barna, and history professor Liam Fitzhugh, to investigate. Enemies of the Comity are, however, assembling experts, too, though their fortes are sabotage and assassination. The enemies are determined that whatever knowledge or wealth may be gained from the mysterious planet won't accrue solely to the Comity. Modesitt's storytelling and characterization are as good as ever, and his use of four first-person viewpoints is quite effective. Frieda Murray Copyright American Library Association. All rights reserved