



The Tomorrow Log

Sharon Lee , Steve Miller

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Freelance thief Gem ser'Edreth makes the calculated mistake of turning down a commission from the local crime boss. Gem's hidden past proves an unexpected liability as his plans to leave the planet go catastrophically awry.

The Tomorrow Log Details

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Carla Johnson says

This book leaves you wanting another, now!

Lee and Miller have created a whole new universe (is that a big enough definition?) for us to explore with wonderful, unique characters in residence. These authors are blessed with vivid imaginations knowing no boundaries. Great fun to read - never boring.

Dan says

2018 reread Not bad!

Morgan Pugh says

Gem ser'Edreth, a wizard with electronics and a freelance thief. Deliberately solitary, unencumbered by family or friends, he immerses himself in his profession, rising to a pinnacle of skill so exalted that the planetary crime boss seeks him out with a commission to steal. Refusing the commission, of course, is his first mistake.

Gem's hidden past proves an unexpected liability and his plans to leave the planet go catastrophically awry. Suddenly embroiled in interplanetary politics, a potential interstellar war, and in possession of an ancient object of power and an unwanted cousin, Gem discovers that the mysterious Witness for the Telios may hold the key to his salvation - or his undoing.

KJ says

I judged this book by its cover when I bought it at a store clearing out all of their books. I STILL really like the artist. I ended up giving this book away to a thrift store because it was taunting me from my shelf (QUITTER!) and I just couldn't stand the "old world" style writing that was used by ALL of the characters. It felt forced. I do think the story had potential -- for someone else.

Paxnirvana says

Honestly, I've read far better fanfiction. And this is just as badly edited, proofed and structured as some of the *worst* fanfiction has to offer.

Was this an online book that went straight to print as-is? Scary. Scarier than I bought it.

The premise on the cover and the book itself seem a little um, conflicted too. Very odd experience reading it (or trying to). Didn't finish it. My leisure time is far too precious to me to spend most of it mentally untangling someone else's bad grammar and editing. Not my idea of fun.

Laura (Kyahgirl) says

4/5; 4 stars; A-

I've had this book in my TBR for such a long time and am kicking myself for taking so long to read it. This book was interesting, imaginative, and highly entertaining. I loved the idea of 'Witness' that travelled around with the artifact, the incredibly cool robots and gadgets, the concept of a 'colony ship' that has been wandering around for generations (and how whacked out its crew became), and the story of Gem himself. Lee and Miller always has so many creative ways to distinguish the various planets in their universe. Each has some quirky technology or cultural or religious practice that sets it apart from the others.

In Balance of Trade, the Combine is referred to as a powerful organization that a person would aspire to be a part of. In this book, the Combine has been revealed to be something rather corrupt and downright nasty. I wonder how that came about? I hope that in one of the future books or short stories that thread is tied up. I don't recall any mention of the combine in later books (Val Con and company). Sounds like there must have been an interesting war in there somewhere.

Anyway, I think this book left the door open to a follow up story and I read on a blog interview with Sharon Lee that one had been in the works but it was put on hold. Maybe one day it will be dusted off and completed.

Sandy says

Gem is a thief, sold and apprenticed as a young child to a master thief, the only person he can remember showing him kindness. Now a cousin arrives, Corbinye, who claims he is Captain of the Ship and must assume his rightful place. On planet, he is also stalked by Saxony Belaconto, who will use any means necessary to convince him to steal for her. Now he must decide where fate will lead him, what he will make of his life and how to save a ship, and an entire planet full of people.

Nick says

This book was interesting, but felt much less well-developed than the Liaden books I've read so far. It may be because it was intended as the first book of a new series, but the sequel still hasn't come out, and it doesn't quite stand on its own. The "resolution" ends the book, but not the story. If the sequel ever comes out, I would certainly read that to see what happens next.

Naticia says

Ignore the blurb on this - it sounds more confusing than the book actually is. I hadn't read any of the other books in this universe and don't feel like I missed anything. I was hooked pretty much from page 1, and especially enjoyed the fantasy elements brought into the story with the Telios plot. Overall, a good escapist sci fi/fantasy novel.

G F says

There was enough detail to explain the action but not so much that I was buried in it. I also enjoy the conversational and descriptive styles. These are similar to the "Tree and Dragon" stories. The main character is living as a thief and pretty successfully, until the local crime boss wants to hire him and he refuses the job. Then long lost relatives come calling, but he has no interest in renewing the connection. From then on he is tangled up in others issues and has to find solutions to suit his own sense of honor.

Katy says

I came across the Tomorrow Log (\$16 Meisha Merlin Publishing), by happy accident, seeing a Sharon Lee and Steve Miller book in one of my favorite second hand book stores made for a cherry on my used book sundae. I started reading it and was lost to love almost instantly. This is a book that deserves love - but I'm getting ahead of myself.

You find yourself following Gem ser'Edreth, a thief recently quit of all societal obligations. His master's recent passing made him his own, independent man. Which is something he planned to stay. But plans go awry. When a the head of the Vornet, a powerful inter-planetary crime boss, commissions him for a job, he turns her down. And almost simultaneously he is found by Corbinye - a member of the Crew that was part of Gem's shrouded past. And with this new player the entire game changes - for both of them. And they are caught up in something bigger than anyone realized.

I don't want to give anything away. And if you pick this up and read it, don't worry, you'll tear through it quickly - forced to put it down to do mundane things like eat or go to work.

This book crackles with energy. Every character shines, each unique in his or her own way, each having a place in the world, fully realized and whole. Side characters who may only have scant pages to their name - who a page or two back may have been a faceless enemy becomes a person you care about and root for. The worlds that are meticulously crafted here are fully-realized, vibrant societies - some you get the barest glimpse of, but leave you feeling like part of something vast and whole. It's masterful storytelling - the kind of writing that carries you on waves of beauty, humor, and excitement - but never sacrificing detail. Lee and Miller never take the time to explain their world, since they are betting their audience will pick up the world from the context and it works beautifully.

The only flaw, if you can even call it such, is that there is no sequel, when clearly a sequel was intended. I

refuse to even lower the star rating, since I feel this is a flaw more of the publishers than of the writers. The next chapter is waiting in the wings - you can see it peeking out from behind the curtain. But alas, it is on permanent hiatus. So my love for these characters - these wonderfully crafted, fully-realized, vibrant characters - is one of intense longing. And hope that, perhaps someday, the Event will alter and we will bear witness.

Gary Mattox says

Over all good read

It took sometime to know if I like it or not. But having competed it have decided that I do really did enjoyed it. Looks like it maybe be a new series. So that's is great. Like the author. A lot... The

Roberta says

This book is one of my "comfort" books. Actually, anything these authors have written fall into the category of "read-to--shreds." Whenever my life is particularly awful, I get them out and the combination of honor, dedication, heroism, and action transports me. It's truly magical; they never fail.

The other reviewers have covered the storyline well, so I won't bother with that, but if you are looking for books that will leave you exhilarated and elevate your mood, you can't do better than traveling to the worlds written by Sharon Lee & Steve Miller.

I'm heading for Liaden space next. I recommend the trip!

Maddy Barone says

This is not my favorite book by these authors, but I enjoyed it. I liked Gem, and I really liked Corbinye. The ending seemed abrupt. Is there a sequel to this? Is Gem still stuck with the Trident? Are he and Corbinye a romantic couple now? What happened to the Crew? Did they get away with the Big Ship? I would definitely like to know these things.

Corrie says

I noticed there are 2 types of reviews of this book (they go something like this): "Such rich language, great characters! I love the way they talk. Yay!" or, "Interesting story, but old-fashioned dialogue, completely distracting and over the top."

Me? I love, love, love the way that Sharon Lee and Steve Miller capture richly imagined societies with rich and nuanced language. Their Liaden novels still hold my special favor, but I thoroughly enjoyed this book, particularly the bat-crazy but not irredeemable Crew! And who can resist Corbinye - so passionate, so capable, yet so lost?

However, if you prefer uncluttered, no-nonsense, 'modern' (for lack of a better word) language in your scifi...this book might bug you to no end.

