

## Lies Locke Lamora Gentleman Bastards

NEW YORK TIMES BESTSELLER • “A bright new voice in the fantasy genre” (George R. R. Martin), acclaimed author Scott Lynch continues to astound and entertain with his thrillingly inventive, wickedly funny, suspense-filled adventures featuring con artist extraordinaire Locke Lamora. And *The Republic of Thieves* is his most captivating novel yet. NAMED ONE OF PASTE’S BEST FANTASY BOOKS OF THE DECADE With what should have been the greatest heist of their career gone spectacularly sour, Locke and his trusted partner, Jean, have barely escaped with their lives. Or at least Jean has. But Locke is slowly succumbing to a deadly poison that no alchemist or physiker can cure. Yet just as the end is near, a mysterious Bondsmage offers Locke an opportunity that will either save him or finish him off once and for all. Magi political elections are imminent, and the factions are in need of a pawn. If Locke agrees to play the role, sorcery will be used to purge the venom from his body—though the process will be so excruciating he may well wish for death. Locke is opposed, but two factors cause his will to crumble: Jean’s imploring—and the Bondsmage’s mention of a woman from Locke’s past: Sabetha. She is the love of his life, his equal in skill and wit, and now, his greatest rival. Locke was smitten with Sabetha from his first glimpse of her as a young fellow orphan and thief-in-training. But after a tumultuous courtship, Sabetha broke away. Now they will reunite in yet another clash of wills. For faced with his one and only match in both love and trickery, Locke must choose whether to fight Sabetha—or to woo her. It is a decision on which both their lives may depend. Praise for *The Republic of Thieves* “Fast paced, fun, and impossible to put down . . . Locke and company remain among the most engaging protagonists in fantasy.”—Publishers Weekly (starred review) “The Republic of Thieves has all the colorful action, witty repartee, and devious scheming that fans of the series have come to expect.”—Wired “A fantasy world unique among its peers . . . If you’re looking for a great new fantasy series this is one you won’t want to miss. . . . In a word: AWESOME!”—SF Revu

With his infectious love of storytelling in all its forms, his rich characterization and his unrivaled grasp of thrillingly bizarre cutting-edge science, Hannu Rajaniemi swiftly set a new benchmark for Science Fiction in the 21st century. Now, with his third novel, he completes the tale of the many lives, and minds, of gentleman rogue Jean de Flambeur. Influenced as much by the fin de siècle novels of Maurice leBlanc as he is by the greats of SF, Rajaniemi weaves intricate, warm capers through dazzling science, extraordinary visions of a wild future, and deep conjectures on the nature of reality and story. In *The Causal Angel* we will discover the ultimate fates of Jean, his employer Miele, the independently minded ship Perhonnen, and the rest of a fractured and diverse humanity flung throughout the solar system. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

Khaavren of the House of Tiassa is a son of landless nobility, possessor of a good sword and "tolerably well-acquainted with its use." Along with three loyal friends, he enthusiastically seeks out danger and excitement. But in a realm renowned for repartee and betrayals, where power is as mutable as magic, a young man like Khaavren, newly come from the countryside, had best be wary. His life depends on it. And so does the future of Draegara. Set in the same world as Stephen Brust’s beloved Vlad Taltos books, *The Phoenix Guards* is a fantasy rewrite of *The Three Musketeers*—a swashbuckling tale of adventure. At the Publisher’s request, this title is being sold without Digital Rights Management Software (DRM) applied.

A retired group of legendary mercenaries get the band back together for one last impossible mission in this award-winning debut epic fantasy. "Fantastic, funny, ferocious." - Sam Sykes Clay Cooper and his band were once the best of the best, the most feared and renowned crew of mercenaries this side of the Heartwyld. Their glory days long past, the mercs have grown apart and grown old, fat, drunk, or a combination of the three. Then an ex-bandmate turns up at Clay’s door with a plea for help--the kind of mission that only the very brave or the very stupid would sign up for. It’s time to get the band back together. WINNER OF THE DAVID GEMMELL MORNINGSTAR AWARD FOR BEST FANTASY DEBUT. WINNER OF THE REDDIT/FANTASY AWARD FOR BEST DEBUT FANTASY NOVEL. For more from Nicholas Eames, check out: *Bloody Rose*

The second novel in the thrilling and epic new fantasy series from the international bestselling author of *Red Sister* and *Prince of Thorns*. On the planet Abeth there is only the ice. And the Black Rock. For generations the priests of the Black Rock have reached out from their mountain to steer the fate of the ice tribes. With their Hidden God, their magic and their iron, the priests’ rule has never been questioned. But when ice triber Yaz challenged their authority, she was torn away from the only life she had ever known, and forced to find a new path for herself. Yaz has lost her friends and found her enemies. She has a mountain to climb, and even if she can break the Hidden God’s power, her dream of a green world lies impossibly far to the south, across a vast emptiness of ice. Before the journey can even start, she has to find out what happened to the ones she loves and save those that can be saved. Abeth holds its secrets close, but the stars shine brighter for Yaz and she means to unlock the truth.

Experience an evocative combination of fantasy, history, and Jewish folklore in this fairytale-inspired novel from the author of *The Sisters of the Winter Wood*. ? "The Light of the Midnight Stars is storytelling as spellcasting. Rossner has conjured something vivid and wild and true." —Kiran Millwood Hargrave, author of *The Mercies Deep* in the Hungarian woods, the sacred magic of King Solomon lives on in his descendants. Gathering under the midnight stars, they perform small miracles and none are more gifted than the great Rabbi Isaac and his three daughters. Hannah, bookish and calm, can coax plants to grow even when the weather is bitterly cold. Sarah, defiant and strong, can control the impulsive nature of fire. And Levana, the fey one, can read the path of the stars to decipher their secrets. But darkness is creeping across Europe, threatening the lives of every Jewish person in every village. Each sister will have to make an impossible choice in an effort to survive - and change the fate of their family forever. Praise for *The Light of the Midnight Stars*: "Rossner creates a lush, immersive world through which the sprawling plot meanders, punctuated by moments of intense grief. The result is as lovely as it is heartbreaking." —Publishers Weekly "Rossner’s tale is as lyrical as the slow growth of roots, the quick dance of fire, and the stately procession of the stars. Blending folktale with history, hope with tragedy, its touch will linger on your heart long after you put it down."— Marie Brennan For more from Rena Rossner, check out *The Sisters of the Winter Wood*.

HE’S BACK. AND HE’S THE BIGGEST THING IN POLITICS. He is the perfect presidential candidate. Conservatives love his hard-hitting Republican résumé. Liberals love his peaceful, progressive practicality. The media can’t get enough of his larger-than-life personality. And all the American people love that he’s an honest, hard-working man who tells it like it is. There’s just one problem. He is William Howard Taft . . . and he was already president a hundred years ago. So what on earth is he doing alive and well and considering a running mate in 2012? A most extraordinary satire, Jason Heller’s debut novel follows the strange new life of a presidential Rip Van Winkle: a man who never even wanted the White House in the first place, yet finds himself hurtling toward it once more—this time, through the media-fueled madness of 21st-century America.

New epic fantasy in the grand tradition—including a never-before-published *Song of Ice and Fire* story by George R. R. Martin! Fantasy fiction has produced some of the most unforgettable heroes ever conjured onto the page: Robert E. Howard’s Conan the Barbarian, Michael Moorcock’s Elric of Melniboné, Fritz Leiber’s Fafhrd and the Gray Mouser. Classic characters like these made sword and sorcery a storytelling sensation, a cornerstone of fantasy fiction—and an inspiration for a new generation of writers, spinning their own outsize tales of magic and swashbuckling adventure. Now, in *The Book of Swords*, acclaimed editor and bestselling author Gardner Dozois presents an all-new anthology of original epic tales by a stellar cast of award-winning modern masters—many of them set in their authors’ best-loved worlds. Join today’s finest tellers of fantastic tales, including George R. R. Martin, K. J. Parker, Robin Hobb, Scott Lynch, Ken Liu, C. J. Cherryh, Daniel Abraham, Lavie Tidhar, Ellen Kushner, and more on action-packed journeys into the outer realms of dark enchantment and intrepid

derring-do, featuring a stunning assortment of fearless swordsmen and warrior women who face down danger and death at every turn with courage, cunning, and cold steel. FEATURING SIXTEEN ALL-NEW STORIES: "The Best Man Wins" by K. J. Parker "Her Father's Sword" by Robin Hobb "The Hidden Girl" by Ken Liu "The Sword of Destiny" by Matthew Hughes "'I Am a Handsome Man,' Said Apollo Crow" by Kate Elliott "The Triumph of Virtue" by Walter Jon Williams "The Mocking Tower" by Daniel Abraham "Hrunting" by C. J. Cherryh "A Long, Cold Trail" by Garth Nix "When I Was a Highwayman" by Ellen Kushner "The Smoke of Gold Is Glory" by Scott Lynch "The Colgrid Conundrum" by Rich Larson "The King's Evil" by Elizabeth Bear "Waterfalling" by Lavie Tidhar "The Sword Tyraste" by Cecelia Holland "The Sons of the Dragon" by George R. R. Martin And an introduction by Gardner Dozois "When fine writer and expert editor [Gardner] Dozois beckons, authors deliver—and this surely will be one of the year's essential anthologies."—Kirkus Reviews (starred review) "Enough plot twists to give a reader whiplash." —Cosmopolitan From New York Times bestselling author Suzanne Young comes the start of a thrilling, subversive new series about a girls-only boarding school with a terrifying secret and the friends who will stop at nothing to protect each other. Some of the prettiest flowers have the sharpest thorns. The Girls of Innovations Academy are beautiful and well-behaved—it says so on their report cards. Under the watchful gaze of their Guardian, they receive a well-rounded education that promises to make them better. Obedient girls, free from arrogance or defiance. Free from troublesome opinions or individual interests. But the girls' carefully controlled existence may not be quite as it appears. As Mena and her friends uncover the dark secrets of what's actually happening there—and who they really are—the girls of Innovations Academy will learn to fight back. Bringing the trademark plot twists and high-octane drama that made *The Program* a bestselling and award-winning series, Suzanne Young launches a new series that confronts some of today's most pressing ethical questions.

View our feature on Douglas Hulick's *Among Thieves*. Drothe has been a member of the Kin for years, rubbing elbows with thieves and murderers in the employ of a crime lord while smuggling relics on the side. But when an ancient book falls into his hands, Drothe finds himself in possession of a relic capable of bringing down emperors—a relic everyone in the underworld would kill to obtain.

Con man Locke Lamora's latest scrapes with fellow Gentleman Bastard Jean Tannen give way to an increasingly audacious resolve to have an incredibly good time while robbing the world blind.

"Zade Holder has always been a free-spirited young woman, from a long dynasty of tarot-card readers, fortunetellers, and practitioners of magick. Growing up in a small town and never quite fitting in, Zade is determined to forge her own path. She leaves her home in Tennessee to break free from her overprotective mother Dela, the local resident spellcaster and fortuneteller. Zade travels to Las Vegas and uses supernatural powers to become part of a premiere magic show led by the infamous magician Charles Spellman. Zade fits right in with his troupe of artists and misfits. After all, when everyone is slightly eccentric, appearing 'normal' is much less important. Behind the scenes of this multimillion-dollar production, Zade finds herself caught in a love triangle with Mac, the show's good-looking but rough-around-the-edges technical director and Jackson, the tall, dark, handsome and charming bandleader. Zade's secrets and the struggle to choose between Mac or Jackson creates reckless tension during the grand finale of the show. Using Chaos magick, which is known for being unpredictable, she tests her abilities as a spellcaster farther than she's ever tried and finds herself at death's door. Her fate is left in the hands of a mortal who does not believe in a world of real magick, a fortuneteller who knew one day Zade would put herself in danger and a dagger with mystical powers"--Amazon.com

With 50,000 copies sold of *The Republic of Thieves* and with praise from the likes of Joe Abercrombie and George RR Martin the saga of the Gentleman Bastard has become a favourite and key part of the fantasy landscape. And now Locke Lamora, thief, con-man, pirate, political deceiver must become a soldier. A new chapter for Locke and Jean and finally the war that has been brewing in the Kingdom of the Marrows flares up and threatens to capture all in its flames. And all the while Locke must try to deal with the disturbing rumours about his past revealed in *The Republic of Thieves*. Fighting a war when you don't know the truth of right and wrong is one thing. Fighting a war when you don't know the truth of yourself is quite another. Particularly when you've never been that good with a sword anyway...

The Lies of Locke Lamora The Gentleman Bastard Sequence, Book One Hachette Book Group

"An anthology celebrating the witches and sorcerers of epic fantasy--featuring stories by George R. R. Martin, Scott Lynch, Megan Lindholm, and many more! Hot on the heels of award-winning editor Gardner Dozois's (*Rogues*, *Old Venus*) acclaimed anthology *The Book of Swords* comes this companion volume devoted to magic. How could it be otherwise? For every Frodo, there is a Gandalf...and a Saruman. For every Dorothy, a Glinda...and a Wicked Witch of the West. What would Harry Potter be without Albus Dumbledore...and Severus Snape? Figures of wisdom and power, possessing arcane, often forbidden knowledge, wizards and sorcerers are shaped--or misshaped--by the potent magic they seek to wield. Yet though their abilities may be godlike, these men and women remain human...some might say all too human. Such is their curse. And their glory. In these pages, seventeen of today's top fantasy writers--including award-winners K. J. Parker (*The Two of Swords*), Megan Lindholm (*The Windsingers*), John Crowley (*The Deep*), Tim Powers (*Last Call*), Liz Williams (*Snake Agent*), Elizabeth Bear (*Eternal Sky Trilogy*), George R. R. Martin (*A Song of Ice and Fire*), Kate Elliott (*The Court of Fives Trilogy*), Scott Lynch (*The Republic of Thieves*), and more--cast wondrous spells that thrillingly evoke the mysterious, awesome, and at times downright terrifying worlds where magic reigns supreme: worlds as far away as forever...and as near as next door"--

They say that the Thorn of Camorr can beat anyone in a fight. They say he steals from the rich and gives to the poor. They say he's part man, part myth, and mostly street-corner rumor. And they are wrong on every count. Only averagely tall, slender, and god-awful with a sword, Locke Lamora is the fabled Thorn, and the greatest weapons at his disposal are his wit and cunning. He steals from the rich - they're the only ones worth stealing from - but the poor can go steal for themselves. What Locke cons, wheedles and tricks into his possession is strictly for him and his band of fellow con-artists and thieves: the Gentleman Bastards. Together their domain is the city of Camorr. Built of Elderglass by a race no-one remembers, it's a city of shifting revels, filthy canals, baroque palaces and crowded cemeteries. Home to Dons, merchants, soldiers, beggars, cripples, and feral children. And to Capa Barsavi, the criminal mastermind who runs the city. But there are whispers of a challenge to the Capa's power. A challenge from a man no one has ever seen, a man no blade can touch. The Grey King is coming. A man would be well advised not to be caught between Capa Barsavi and The Grey King. Even such a master of the sword as the Thorn of Camorr. As for Locke Lamora ...

Seeker, a woman enchanted by the Faerie Queen and forced to kidnap human children for the pleasure of her mistress, goes after her latest prey, a Merlin, a child possessing a limitless magic that could tip the ultimate balance of power. Reprint.

Silence of the Lambs for young adults -- Blood Will Out is a gripping YA thriller readers won't be able to put down. Ari Sullivan is alive--for now. She wakes at the bottom of a cistern, confused, injured and alone, with only the shadowy recollection of a low-pitched voice and a gloved hand. No one can hear her screams. And the person who put her there is coming back. The killer is planning a gruesome masterpiece, a fairytale tableau of innocence and blood, meticulously designed. Until now, Ari was happy to spend her days pining for handsome, recent-arrival Stroud Bellows, fantasizing about their two-point-four-kids-future together. Safe in her small hometown of Dempsey Hollow. But now her community has turned very dangerous -- and Ari may not be the only intended victim. Told in alternating perspectives of predator and prey, Blood Will Out is a gripping and terrifying read. With the long-awaited release of THE REPUBLIC OF THIEVES upon us, now is the perfect time to go back and see where it all began, in the first two books of the GENTLEMEN BASTARD series. THE LIES OF LOCKE LAMORA: They say that the Thorn of Camorr can beat anyone in a fight. They say he steals from the rich and gives to the poor. They say he's part man, part myth, and mostly street-corner rumor. And they are wrong on every count. Only averagely tall, slender, and god-awful with a sword, Locke Lamora is the fabled Thorn, and the greatest weapons at his disposal are his wit and cunning. He steals from the rich - they're the only ones worth stealing from - but the poor can go steal for themselves. What Locke cons, wheedles and tricks into his possession is strictly for him and his band of fellow con-artists and thieves: the Gentleman Bastards. RED SEAS UNDER RED SKIES: Escaping from the attentions of the Bondsmagi Locke Lamora, the estwhile Thorn of Camorr, and Jean Tannen have fled their home city. Taking ship they arrive in the city state of Tal Varrar where they are soon planning their most spectacular heist yet; they will take the luxurious gaming house, The Sinspire, for all of its countless riches. No-one has ever taken even a single coin from the Sinspire that wasn't won on the tables or in the other games of chance on offer there. But if anyone can, it is Locke and Jean...

"Remarkable . . . Scott Lynch's first novel, *The Lies of Locke Lamora*, exports the suspense and wit of a cleverly constructed crime caper into an exotic realm of fantasy, and the result is engagingly entertaining."—*The Times* (London) An orphan's life is harsh—and often short—in the mysterious island city of Camorr. But young Locke Lamora dodges death and slavery, becoming a thief under the tutelage of a gifted con artist. As leader of the band of light-fingered brothers known as the Gentleman Bastards, Locke is soon infamous, fooling even the underworld's most feared ruler. But in the shadows lurks someone still more ambitious and deadly. Faced with a bloody coup that threatens to destroy everyone and everything that holds meaning in his mercenary life, Locke vows to beat the enemy at his own brutal game—or die trying. Praise for *The Lies of Locke Lamora* "Fresh, original, and engrossing . . . gorgeously realized."—George R. R. Martin "Right now, in the full flush of a second reading, I think *The Lies of Locke Lamora* is probably in my top ten favorite books ever. Maybe my top five. If you haven't read it, you should. If you have read it, you should probably read it again."—Patrick Rothfuss, *New York Times* bestselling author of *The Name of the Wind* "A unique fantasy milieu peopled by absorbing, colorful characters . . . Locke's wit and audacity endear him to victims and bystanders alike."—*The Seattle Times* "A true genre bender, at home on almost any kind of fiction shelf . . . Lynch immediately establishes himself as a gifted and fearless storyteller, unafraid of comparisons to Silverberg and Jordan, not to mention David Liss and even Dickens."—Booklist (starred review) "High-octane fantasy . . . a great swashbuckling yarn of a novel."—Richard Morgan

Before he can bind his apprentice, Granuaile, to the earth and double the number of Druids in the world, Atticus O'Sullivan, along with his trusted Irish wolfhound and Granuaile, must travel to the base of Mount Olympus where the Roman god Bacchus is waiting to take his sworn revenge. Original.

From *New York Times* bestselling, National Book Award winning author Robin Benway comes the first book in a hilarious and romantic duology about a normal girl . . . who just so happens to be a spy. Being a 16-year-old safecracker and active-duty daughter of international spies has its moments, good and bad. Pros: Seeing the world one crime-solving adventure at a time. Having parents with super cool jobs. Cons: Never staying in one place long enough to have friends or a boyfriend. But for Maggie Silver, the biggest perk of all has been avoiding high school and the accompanying cliques, bad lunches, and frustratingly simple locker combinations. Then Maggie and her parents are sent to New York for her first solo assignment, and all of that changes. She'll need to attend a private school, avoid the temptation to hack the school's security system, and befriend one aggravatingly cute Jesse Oliver to gain the essential information she needs to crack the case . . . all while trying not to blow her cover.

A twisty story about love, loss, and lies, this contemporary oceanside adventure is tinged with a touch of dark magic as it follows seventeen-year-old Wendy Darling on a search for her missing surfer brothers. Wendy's journey leads her to a mysterious hidden cove inhabited by a tribe of young renegade surfers, most of them runaways like her brothers. Wendy is instantly drawn to the cove's charismatic leader, Pete, but her search also points her toward his nemesis, the drug-dealing Jas. Enigmatic, dangerous, and handsome, Jas pulls Wendy in even as she's falling hard for Pete. A radical reinvention of J. M. Barrie's classic tale, *Second Star* is an irresistible summer romance about two young men who have yet to grow up—and the troubled beauty trapped between them.

The third book in *New York Times*-bestselling Seanan McGuire's witty urban fantasy *InCryptid* series about a family of cryptozoologists who act as a buffer between humans and the magical creatures living in secret around us. "The only thing more fun than an October Daye book is an *InCryptid* book." —Charlaine Harris, #1 *New York Times*-bestselling author of *Sookie Stackhouse* series *Cryptid*, noun: Any creature whose existence has not yet been proven by science. See also "monster." *Cryptozoologist*, noun: Any person who thinks hunting for cryptids is a good idea. See also "idiot." What do gorgons, basilisks, and frogs with feathers all have in common? They're all considered mythological by modern science, and some people are working very hard to keep them that way. Alexander Price is a member of a cryptozoological lineage that spans generations, and it's his job to act as a buffer between the human and cryptid worlds—not an easy task when you're dealing with women who have snakes in place of hair, little girls who may actually be cobras, and brilliant, beautiful Australian zookeepers. And then there's the matter of the murders... Alex thought he was choosing the easier career when he decided to specialize in non-urban cryptids, leaving the cities to his little sister, Verity. He had no idea what he was letting himself in for. It's a family affair, and everyone—from his reanimated grandfather to his slightly broken telepathic cousin—is going to find themselves drawn in before things get any better. An epic battle that will decide the fate of the North unfolds in this novel set in the world of the *First Law* from *NYT* bestselling author Joe Abercrombie. Three men. One Battle. No Heroes. They say Black Dow's killed more men than winter, and clawed his way to the throne of the North up a hill of skulls. The King of the Union, ever a jealous neighbor, is not about to stand smiling by while he claws his way any higher. The orders have been given and the armies are toiling through the northern mud. Thousands of

men are converging on a forgotten ring of stones, on a worthless hill, in an unimportant valley, and they've brought a lot of sharpened metal with them. Bremer dan Gorst, disgraced master swordsman, has sworn to reclaim his stolen honor on the battlefield. Obsessed with redemption and addicted to violence, he's far past caring how much blood gets spilled in the attempt. Even if it's his own. Prince Calder isn't interested in honor, and still less in getting himself killed. All he wants is power, and he'll tell any lie, use any trick, and betray any friend to get it. Just as long as he doesn't have to fight for it himself. Curnden Craw, the last honest man in the North, has gained nothing from a life of warfare but swollen knees and frayed nerves. He hardly even cares who wins any more, he just wants to do the right thing. But can he even tell what that is with the world burning down around him? Over three bloody days of battle, the fate of the North will be decided. But with both sides riddled by intrigues, follies, feuds and petty jealousies, it is unlikely to be the noblest hearts, or even the strongest arms that prevail. For glory, for victory, for staying alive. For more by Joe Abercrombie, check out: First Law Trilogy The Blade Itself Before They Are Hanged Last Argument of Kings Novels in the First Law world Best Served Cold The Heroes Red Country

The 'Forgotten Voices' of the First World War speak for the final time. LAST POST is very consciously the last word from the handful of First World War survivors who were left alive in 2004. Now they have passed away, our final human connection with the First World War has been broken. Max Arthur, a skilled interviewer, took the very last chance we had to ask questions of those who were there. Now updated to include a new introduction by the author for the centenary of the First World War.

In his highly acclaimed debut, The Lies of Locke Lamora, Scott Lynch took us on an adrenaline-fueled adventure with a band of daring thieves led by con artist extraordinaire Locke Lamora. Now Lynch brings back his outrageous hero for a caper so death-defying, nothing short of a miracle will pull it off. After a brutal battle with the underworld that nearly destroyed him, Locke and his trusted sidekick, Jean, fled the island city of their birth and landed on the exotic shores of Tal Verrar to nurse their wounds. But even at this westernmost edge of civilization, they can't rest for long—and are soon back to what they do best: stealing from the undeserving rich and pocketing the proceeds for themselves. This time, however, they have targeted the grandest prize of all: the Sinspire, the most exclusive and heavily guarded gambling house in the world. Its nine floors attract the wealthiest clientele—and to rise to the top, one must impress with good credit, amusing behavior...and excruciatingly impeccable play. For there is one cardinal rule, enforced by Requin, the house's cold-blooded master: it is death to cheat at any game at the Sinspire. Brazenly undeterred, Locke and Jean have orchestrated an elaborate plan to lie, trick, and swindle their way up the nine floors...straight to Requin's teeming vault. Under the cloak of false identities, they meticulously make their climb—until they are closer to the spoils than ever. But someone in Tal Verrar has uncovered the duo's secret. Someone from their past who has every intention of making the impudent criminals pay for their sins. Now it will take every ounce of cunning to save their mercenary souls. And even that may not be enough... Praise for Red Seas Under Red Skies "Lynch hasn't merely imagined a far-off world, he's created it, put it all down on paper—the smells, the sounds, the people, the feel of the place. The novel is a virtuoso performance, and sf/fantasy fans will gobble it up."—Booklist (starred review) "Red Seas Under Red Skies firmly proves that Scott Lynch isn't a one-hit wonder. . . . It'll only be a matter of time before Scott Lynch is mentioned in the same breath as George R. R. Martin and Steven Erikson."—Fantasy Book Critic "Grand, grandiose, grandiloquent . . . No critic is likely to fault Lynch in his overflowing qualities of inventiveness, audacious draftsmanship, and sympathetic characterization."—Locus

War has erupted in the Banished Lands as the race for power intensifies. Corban flees his homeland searching for peace, but he soon discovers that there is no haven in the west as the agents of Rhin and roaming bands of giants hound his every step. Veradis leaves the battleground and rushes to his King's side. But he has witnessed both combat and betrayal and his duty weighs heavily upon him. Maquin seeks only revenge, but pirate slavers and the brutal world of pit-fighting stand in his way. Nathair becomes embroiled in the wars of the west as Queen Rhin marches against King Owain. The need to find the cauldron of the giants drives him on. Sides are chosen and oaths will be fulfilled or broken in a land where hell has broken loose.

The New York Times bestselling first book in Joe Abercrombie's The Age of Madness Trilogy where the age of the machine dawns, but the age of magic refuses to die. The chimneys of industry rise over Adua and the world seethes with new opportunities. But old scores run deep as ever. On the blood-soaked borders of Angland, Leo dan Brock struggles to win fame on the battlefield, and defeat the marauding armies of Stour Nightfall. He hopes for help from the crown. But King Jezal's son, the feckless Prince Orso, is a man who specializes in disappointments. Savine dan Glokta -- socialite, investor, and daughter of the most feared man in the Union -- plans to claw her way to the top of the slag-heap of society by any means necessary. But the slums boil over with a rage that all the money in the world cannot control. The age of the machine dawns, but the age of magic refuses to die. With the help of the mad hillwoman Isern-i-Phail, Rikke struggles to control the blessing, or the curse, of the Long Eye. Glimpsing the future is one thing, but with the guiding hand of the First of the Magi still pulling the strings, changing it will be quite another . . . For more from Joe Abercrombie, check out: The First Law Series The Blade Itself Before They Are Hanged Last Argument of Kings Best Served Cold The Heroes Red Country The Shattered Sea Trilogy Half a King Half a World Half a War

CHOAS. FURY. DESTRUCTION. THE GREAT CHANGE IS UPON US . . . 'Dazzlingly gruesome and gripping' Daily Mail \* \* \* \* \*  
\* \* \* \* \* Some say that to change the world you must first burn it down. Now that belief will be tested in the crucible of revolution: the Breakers and Burners have seized the levers of power, the smoke of riots has replaced the smog of industry, and all must submit to the wisdom of crowds. With nothing left to lose, Citizen Brock is determined to become a new hero for the new age, while Citizeness Savine must turn her talents from profit to survival before she can claw her way to redemption. Orso will find that when the world is turned upside down, no one is lower than a monarch. And in the bloody North, Rikke and her fragile Protectorate are running out of allies . . . while Black Calder gathers his forces and plots his vengeance. The banks have fallen, the sun of the Union has been torn down, and in the darkness behind the scenes, the threads of the Weaver's ruthless plan are slowly being drawn together . . . Capping off the AGE OF MADNESS trilogy, THE WISDOM OF CROWDS brings the series which is revolutionising fantasy to its stunning conclusion . . .

Heroes shall rise and fall, the earth shall be stained red, and the fate of the Banished Lands will be decided once and for all in A Time of Courage, the final book in acclaimed fantasy author John Gwynne's Of Blood and Bone trilogy. The demon king Asroth has been freed from his iron prison. Now, alongside his dark bride Fritha, he plans to conquer the whole of the Banished Lands. In the shadows of Forn Forest, Riv and the surviving Ben-Elim desperately search for a way to unite those who remain against Asroth's vast army. Far in the west, Drem is with the Order of the Bright Star, besieged by a demon horde. Their fragile defenses are on the brink of shattering, but they know that it is better to fight and die than to live without hope. And across the Banished Lands, armies are heading south, to settle ancient grudges and decide the fate of humanity. Of Blood and Bone A Time of Dread A

Time of Blood A Time of Courage The Faithful and the Fallen Malice Valor Ruin Wrath

"The good thing is, no one will ever die again. The bad thing is, everyone will want to." A physicist receives a mysterious paper. The ideas in it are far, far ahead of current thinking and quite, quite terrifying. In a city of "fast ones," shadow players, and jinni, two sisters contemplate a revolution. And on the edges of reality a thief, helped by a sardonic ship, is trying to break into a Schrödinger box for his patron. In the box is his freedom. Or not. Jean de Flambeur is back. And he's running out of time. In Hannu Rajaniemi's sparkling follow-up to the critically acclaimed international sensation *The Quantum Thief*, he returns to his awe-inspiring vision of the universe...and we discover what the future held for Earth. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A taut, psychological mind-bender from the bestselling author of *I'm Thinking of Ending Things*. We don't get visitors. Not out here. We never have. Junior and Hen are a quiet married couple. They live a comfortable, solitary life on their farm, far from the city lights, but in close quarters with each other. One day, a stranger from the city arrives with surprising news: Junior has been randomly selected to travel far away from the farm...very far away. The most unusual part? Arrangements have already been made so that when he leaves, Hen won't have a chance to miss him at all, because she won't be left alone—not even for a moment. Hen will have company. Familiar company. Foe examines the nature of domestic relationships, self-determination, and what it means to be (or not to be) a person. An eerily entrancing page-turner, it churns with unease and suspense from the first words to its shocking finale.

Hailed by George R. R. Martin as "a fresh, original, and engrossing tale by a bright new voice in the fantasy genre," *The Lies of Locke Lamora* introduced one of the most compelling protagonists in years and established Scott Lynch as a household name. Years later, the *Gentleman Bastard* series continues to shine with Lynch's signature blend of swashbuckling adventure, sparkling wit, and seemingly impossible heists. It's all here in this rollicking eBook bundle, which collects the first three volumes of Lynch's one-of-a-kind series: *THE LIES OF LOCKE LAMORA* *RED SEAS UNDER RED SKIES* *THE REPUBLIC OF THIEVES* An orphan's life is harsh—and often short—in the mysterious island city of Camorr. But young Locke Lamora dodges death and slavery, becoming a thief under the tutelage of a gifted con artist. As leader of the band of light-fingered brothers known as the *Gentleman Bastards*, Locke is soon infamous, fooling even the underworld's most feared ruler. But in the shadows lurks someone still more ambitious and deadly. Faced with a bloody coup that threatens to destroy everyone and everything that holds meaning in his mercenary life, Locke vows to beat the enemy at his own brutal game—or die trying. Praise for the *Gentleman Bastard* series *The Lies of Locke Lamora* "Remarkable . . . Scott Lynch's first novel, *The Lies of Locke Lamora*, exports the suspense and wit of a cleverly constructed crime caper into an exotic realm of fantasy, and the result is engagingly entertaining."—*The Times* (London) "Right now, in the full flush of a second reading, I think *The Lies of Locke Lamora* is probably in my top ten favorite books ever. Maybe my top five. If you haven't read it, you should. If you have read it, you should probably read it again."—Patrick Rothfuss, *New York Times* bestselling author of *The Name of the Wind* "A unique fantasy milieu peopled by absorbing, colorful characters . . . Locke's wit and audacity endear him to victims and bystanders alike."—*The Seattle Times* *Red Seas Under Red Skies* "Lynch hasn't merely imagined a far-off world, he's created it, put it all down on paper—the smells, the sounds, the people, the feel of the place. The novel is a virtuoso performance, and sf/fantasy fans will gobble it up."—Booklist (starred review) "It'll only be a matter of time before Scott Lynch is mentioned in the same breath as George R. R. Martin and Steven Erikson."—*Fantasy Book Critic* "The kind of witty romp that reminds you exactly how much fun heroic fantasy is supposed to be."—*SFX* *The Republic of Thieves* "Fast-paced, fun, and impossible to put down . . . Locke and company remain among the most engaging protagonists in fantasy."—*Publishers Weekly* (starred review) "The *Republic of Thieves* has all the colorful action, witty repartee, and devious scheming that fans of the series have come to expect."—*Wired* "A fantasy world unique among its peers . . . If you're looking for a great new fantasy series this is one you won't want to miss. . . . In a word: AWESOME!"—*SF Revu*

"Spectacular and constantly surprising." -Ken Burns Written with the authority of a scholar and the vigor of a bestselling narrative historian, *The War That Killed Achilles* is a superb and utterly timely presentation of one of the timeless stories of Western civilization. As she did in *The Endurance* and *The Bounty*, *New York Times* bestselling author Caroline Alexander has taken apart a narrative we think we know and put it back together in a way that lets us see its true power. In the process, she reveals the intended theme of Homer's masterwork—the tragic lessons of war and its enduring devastation.

*The Lies of Locke Lamora* introduced Locke Lamora and his gang of con-artists to a global readership which was delighted to embrace these witty, inventive and hugely imaginative fantasy novels. Beautifully written and cunningly plotted these novels count both George RR Martin and Joe Abercrombie amongst their fans. And now, following the success of Joe Abercrombie's *First Law* and Brandon Sanderson's *Mistborn* boxed sets, fans of this series can now own the first three books in a collectable, beautiful and sturdy presentation box.

[Copyright: 5115bf251ebc2957e2e3d9ad62c4662a](https://www.amazon.com/dp/B000APR000)