

## Gentleman Bastard Series By Scott Lynch

"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.

Wily con artist Locke Lamora has come up with an ingenious scheme targeting Sinspire, a nine-story palace of gambling and all forms of debauchery in the exotic city of Tal Verrar, but somehow the con does not go as planned.

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.

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...

"When McCaffrey's beloved dragons roar and their riders soar on the beasts' mighty backs . . . fans of Pern will likely be enthralled."—Publishers Weekly  
For generations, the dragonriders had dedicated their lives to fighting Thread, the dreaded spores that periodically rained from the sky to ravage the land. On the backs of their magnificent telepathic dragons they flew to flame the deadly stuff out of the air before it could reach the planet's surface. But the greatest dream of the dragonriders was to find a way to eradicate Thread completely, so that never again would their beloved Pern be threatened with destruction. Now, for the first time, it looks as if that dream can come true. For when the people of Pern, led by Masterharper Robinton and F'lar and Lessa, Weyrleader and Weyrwoman of Bendon Weyr, excavate the ancient remains of the planet's original settlement, they uncover the colonists' voice-activated artificial intelligence system—which still functions. And the computer has incredible news for

them: There is a chance—a good chance—that they can, at long last, annihilate Thread once and for all.

In the second book of Django Wexler's epic fantasy trilogy about two siblings divided by magic and revolution, Gyre must travel across the Splinter Kingdoms to rally the rebels to his side, while his sister Maya uncovers the secrets of a powerful artifact that could change everything. Gyre finally sees a way to overthrow the all-powerful Twilight Order. But he'll have to gain the alliance of both the ghouls and the human rebels to the south in order to even stand have a chance. And uniting them won't be so simple. His sister Maya is still a soldier of the Order. But after clashing with her brother, she isn't so certain where her loyalties lie. Chasing the origins of a mysterious artifact to a long-lost library, she just might find the answers she's looking for. *Burning Blade & Silver Eye* Ashes of the Sun Blood of the Chosen "Fantasy at its finest." —Nicholas Eames, on *Ashes of the Sun*

"Twin teen girls with very different upbringings meet for the first time at their mother's funeral. As they get to know each other, it becomes clear that one of the sisters is driven by a secret destructive power-or is it both?"--

"A remarkably assured fantasy debut that mixes of the inventiveness of China Miéville with the fast paced heroics of David Gemmell."—Anthony Ryan, *New York Times* bestselling author of *The Legion of Flame* Set on a postapocalyptic frontier, *Blackwing* is a gritty fantasy debut about a man's desperate battle to survive his own dark destiny... Hope, reason, humanity: the Misery breaks them all. Under its cracked and wailing sky, the Misery is a vast and blighted expanse, the arcane remnant of a devastating war with the immortals known as the Deep Kings. The war ended nearly a century ago, and the enemy is kept at bay only by the existence of the Engine, a terrible weapon that protects the Misery's border. Across the corrupted no-man's-land teeming with twisted magic and malevolent wraiths, the Deep Kings and their armies bide their time. Watching. Waiting. Bounty hunter Ryhalt Galharrow has breathed Misery dust for twenty bitter years. When he's ordered to locate a masked noblewoman at a frontier outpost, he finds himself caught in the middle of an attack by the Deep Kings, one that signifies they may no longer fear the Engine. Only a formidable show of power from the very woman he is seeking, Lady Elizabeth Tanza, repels the assault. Elizabeth is a shadow from Galharrow's grim past, and together they stumble onto a web of conspiracy that threatens to end the fragile peace the Engine has provided. Galharrow is not ready for the truth about the blood he's spilled or the gods he's supposed to serve...

In the third book of the Adam Stone detective series, Adam and his partner, Marcus Williams, investigate the late-night murder of a Charleston doctor. A Chinese opioid smuggling operation and additional murders lead Adam and Marcus face to face with the legend of the one of the world's-the Sandman.

How do you encompass all the worlds of the imagination? Within fantasy's scope lies every possible impossibility, from dragons to spirits, from magic to gods, and from the unliving to the undying. In *Fearsome Journeys*, master anthologist Jonathan Strahan sets out on a quest to find the very limits of the unlimited, collecting twelve brand new stories by some of the most popular and exciting names in epic fantasy from around the world. With original fiction from Scott Lynch, Saladin Ahmed, Trudi Canavan, K J Parker, Kate Elliott, Jeffrey Ford, Robert V S Redick, Ellen Klages, Glen Cook,

Elizabeth Bear, Ellen Kushner, Ysabeau S. Wilce and Daniel Abraham, *Fearsome Journeys* explores the whole range of the fantastic.

After their adventures on the high seas, Locke and Jean are brought back to earth with a thump. Jean is mourning the loss of his lover and Locke must live with the fallout of crossing the all-powerful magical assassins, the Bonds Magi. It is a fallout that will pit both men against Locke's own long lost love. Sabetha is Locke's childhood sweetheart, the love of Locke's life and now it is time for them to meet again. Employed on different sides of a vicious dispute between factions of the Bonds, Sabetha has just one goal - to destroy Locke for ever. The *Gentleman Bastard* sequence has become a literary sensation in fantasy circles and now, with the third book, Scott Lynch is set to seal that success.

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)

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.

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 ...

This romantic story of hope, chance, and change from the author of *The Statistical Probability of Love at First Sight* is one JENNY HAN says is filled with all of her "favorite things," MORGAN MATSON calls "something wonderful" and STEPHANIE PERKINS says "is rich with the intensity of real love." Alice has never believed in luck, but that doesn't stop her from rooting for love. After pining for her best friend Teddy for years, she jokingly gifts him a lottery ticket—attached to a note professing her love—on his birthday. Then, the unthinkable happens: he actually wins. At first, it seems like the luckiest thing on earth. But as Teddy gets swept up by his \$140 million windfall and fame and fortune come between them, Alice is forced to consider whether her stroke of good fortune might have been anything but. She bought a winning lottery ticket. He collected the cash. Will they realize that true love's the real prize? Featured in *Seventeen Magazine's* "What's Hot Now" "Windfall is about all of my favorite things—a girl's first big love, her first big loss, and—her first big luck." —JENNY HAN, *New York Times* bestselling author of *To All the Boys I've Loved Before* "Windfall is perfectly named; reading it, I felt like I had suddenly found something wonderful." —MORGAN MATSON, *New York Times* bestselling author of *The Unexpected Everything* "Windfall is rich with the intensity of real love— in all its heartache and hope." —STEPHANIE PERKINS, *New York Times* bestselling author of *Isla and the Happily Ever After* "If you're looking for your next great read, then you're in 'luck!'" —*Justine Magazine* 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*.

For readers of Brent Weeks, Joe Abercrombie, Peter V. Brett, and Scott Lynch comes the first book in a fantastic, hilarious new sword-and-sorcery series that puts a clever new twist on the golden age of epic fantasy. Robbing tombs for fun and profit might not be a stable career, but Egil and Nix aren't in it for the long-term prospects. Egil is the hammer-wielding warrior-priest of a discredited god. Nix is a roguish thief with just enough knowledge of magic to conjure up trouble. Together, they seek riches and renown, yet often find themselves enlisted in lost causes—generally against their will. So why should their big score be any different? The trouble starts when Nix and Egil kill the demonic guardian of a long-lost crypt, nullifying an ancient pact made by the ancestors of an obscenely powerful wizard. Now the wizard will stop at nothing to keep that power from slipping away, even if it means freeing a rapacious beast from its centuries-old prison. And who better than Egil and Nix—the ones responsible for his current predicament—to perform this thankless task? Praise for *The Hammer and the Blade* and Paul S. Kemp "A gripping tale [with] the feeling of a classic *Dungeons & Dragons* campaign."—*Publishers Weekly* "Most heroes work up to killing demons. Egil and Nix start there and pick up the pace."—Elaine Cunningham, author of the *Thorn Trilogy* "Kemp delivers sword and sorcery at its rollicking best, after the fashion of Fritz Leiber's *Fafhrd and the Gray Mouser*."—*Library Journal*

This is the second annual edition of the Long List Anthology. Every year, supporting members of WorldCon nominate their favorite stories first published during the previous year to determine the top five in each category for the final Hugo Award ballot. Between the announcement of the ballot and the Hugo Award ceremony at WorldCon, these works often become the center of much attention (and contention) across fandom. But there are more stories loved by the Hugo voters, stories on the longer nomination list that WSFS publishes after the Hugo Award ceremony at WorldCon. The Long List Anthology Volume 2 collects 18 fiction stories from that nomination list, along with 2 essays from the book *Letters to Tiptree* that was also on the nomination list, totaling over 500 pages of fiction by writers from all corners of the world. Within these pages you will find a mix of science fiction and fantasy and horror, the dramatic and the lighthearted, from android caretakers to Lovecraftian romances, from adventures to quests and more. There is a wide variety of styles and types of stories here, and something for everyone. The stories included are: "Damage" by David D. Levine "Pockets" by Amal El-Mohtar "Today I Am Paul" by Martin L. Shoemaker "The Women You Didn't See" by Nicola Griffith (a letter from *Letters to Tiptree*) "Tuesdays With Molakesh the Destroyer" by Megan Grey "Wooden Feathers" by Ursula Vernon "Three Cups of Grief, By Starlight" by Aliette de Bodard "Madeleine" by Amal El-

Mohtar "Neat Things" by Seanan McGuire (a letter from Letters To Tiptree)  
"Pocosin" by Ursula Vernon "Hungry Daughters of Starving Mothers" by Alyssa Wong "So Much Cooking" by Naomi Kritzer "The Deepwater Bride" by Tamsyn Muir "The Heart's Filthy Lesson" by Elizabeth Bear "Grandmother-nai-Leylit's Cloth of Winds" by Rose Lemberg "Another Word For World" by Ann Leckie "The Long Goodnight of Violet Wild" by Catherynne M. Valente "Our Lady of the Open Road" by Sarah Pinsker "The Pauper Prince and the Eucalyptus Jinn" by Usman T. Malik "The Sorcerer of the Wildeeps" by Kai Ashante Wilson

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...

Legendary man of war and the rightful First Lord of Alera, Gaius Octavian must save his world from eternal darkness, and stand against the savage Vord in the Calderon Valley. By a best-selling author. Reprint.

According to the World Health Organization, 350 million people worldwide currently suffer from depression. This book is aimed at anyone suffering mild to moderate episodes who would like to help themselves get better using natural anti-depressants. After all, happiness is not a spectator sport. The text explains key strategies to help you not only overcome depression but also reduce the chances of it occurring or recurring. As such, it acts as both prevention and cure. As you practise the simple yet highly effective exercises, you will find your mood lifting, your confidence, resilience, positivity and strength growing, and your outlook becoming more optimistic. These strategies come from a combination of the author's professional knowledge and practice, and her background as someone who has suffered from depression herself. Miriam begins by explaining the core principles of Positive Psychology – what it takes to feel good, function well and flourish. She then goes on to focus on how the scientifically-grounded techniques of Positive Psychology, such as learning to savour positive events,

practising gratitude, playing to your strengths and learning optimism, can help to prevent visits from the dreaded 'black dog' and, ultimately, allow the sun to shine on your life once more.

"Imagine Neuromancer and Lilith's Brood conceived a baby while listening to My Chemical Romance and then that baby was adopted by Ghost in the Shell and Blue Submarine no. 6. The baby's name is Unity." --Meredith Russo, author of *If I Were Your Girl* Evoking the gritty cyberpunk of *Mad Max* and the fluid idealism of *Sense8*, *Unity* is a spectacular new re-envisioning of humanity. Breakout author Elly Bangs has created an expressive, philosophical, science-fiction thriller that expands upon consciousness itself. Danae is not only herself. She is concealing a connection to a grieving collective inside of her body. But while she labors as a tech servant in the dangerous underwater enclave of Bloom City, her fractured self cannot mend. In a desperate escape, Danae and her lover Naoto hire the enigmatic ex-mercenary Alexei to guide them out of the imploding city. But for Danae to reunify, the three new fugitives will have to flee across the otherworldly beauty of the postapocalyptic Southwest. Meanwhile, Danae's warlord enemy, the Duke, and a strange new foe, the Borrower, already seek them at any price. "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 beautiful, collectible new hardback edition of one of the greatest fantasy novels of the past decade. Escaping from the attentions of the Bondsmagi Locke Lamora, the erstwhile 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, as ever, the path of true crime rarely runs smooth and Locke and Jean soon find themselves co-opted into an attempt to bring the pirate fleet of the notorious Zamira Drakasha to justice. Fine work for thieves who don't know one end of galley from another. And all the while the Bondsmagi are plotting their very necessary revenge against the one man who believes he has humiliated them and lived; Locke Lamora.

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.

The Lies of Locke Lamora  
The Gentleman Bastard Sequence, Book One  
Hachette Book Group  
Paula Volsky, author of *The White Tribunal*, returns with a spectacular saga of adventure and intrigue, romance and rebellion — beginning with a wondrous discovery that could forever alter the fate of the free world.... In the modern, civilized republic of Vonahr, the need for magic seems a thing of the past. But soon the Vonahrish will find that magic is their only hope — for an imperialistic race of fanatics, intent on conquering the world, now masses on Vonahr’s borders. Vonahr’s slim chance for salvation lies in a nearby neutral kingdom, where a brilliant savant has conjured up the ultimate weapon: Sentient Fire, a miraculous flame that responds to the command of its maker. Low Hetz’s mad, flamboyant king refuses to relinquish the secret — so the desperate government of Vonahr sends the exquisitely beautiful adventurer Luzelle Devaire to turn his head and change his mind. But to gain an audience, Luzelle must win the Grand Ellipse, a test of endurance, ingenuity, and valor....

When Tess and Eliot stumble upon an ancient book hidden in a secret tunnel beneath the school library, they accidentally release a devil from his book-bound prison, and he’ll stop at nothing to stay free. He’ll manipulate all the ink in the library books to do his bidding, he’ll murder in the stacks, and he’ll bleed into every inch of Tess’s life until his freedom is permanent. Forced to work together, Tess and Eliot have to find a way to re-trap the devil before he kills everyone they know and love, including, increasingly, each other. And compared to what the devil has in store for them, school stress suddenly doesn’t seem so bad after all.

Vowing to bring down the crime boss running the city, a group of Gentlemen Bastards, led by Locke Lamora, sets out to beat the Capa at his own game, taking on other thieves, murderers, beggars, prostitutes, and thugs in the process.

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

It’s been three months since Drothe killed a legend and unexpectedly elevated himself into the ranks of the underworld elite. Now, as the newest Gray Prince managing the city’s underbelly, he’s learning how good he used to have it. With barely an organization to his name, Drothe is already being called out by other Gray Princes. And to make matters worse, when one dies, all signs point to Drothe as wielding the knife. Members of the Kin begin choosing sides - mostly against him - for what looks to be another impending war. Then Drothe is approached by a man who has the solution to Drothe’s problem and an offer of redemption. The only problem is the offer isn’t for him. Now Drothe finds himself on the way to the Despotate of Djan, the empire’s long-standing enemy, with an offer to make and a price on his head. And the grains of sand in the hour glass are running out, fast...

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

"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"--

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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

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