

The Gentleman Bastards Books 1 3 In The Series Set Incldues The Lies Of Locke Lamora Red Seas Under Red Skies And The R Lic Of Thieves

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.

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.

The long-awaited war has come in the sweeping conclusion to the *Lot Lands* trilogy—another irresistibly swashbuckling, swaggering, foul-mouthed fantasy from the author of *The Grey Bastards* (“Nonstop action, though not for faint hearts.”—*The Wall Street Journal*). War has come to the *Lot Lands*—and Oats stands upon the frontline. The Hisparthan armies on the horizon are mighty, bolstered by divine champions, dread sorcerers, and gunpowder. It's almost more than the half-orc rebellion can hope to repel. But Oats has won impossible fights before. He's a thriceblood, after all, more orc than man. And he hasn't forgotten how to kill. He'll stack the bodies high for his chief and his brethren, if that's the price of freeing the *Lots* from human tyranny. Besides, the invading forces are getting a damned sight more than they bargained for. They're not facing a handful of half-orc hoofs, but a true army—one forged from all the peoples of the *Lots*. At its head are Fetching, in full command of the ruinous power that runs through her veins, and Jackal, armed with the blessings of a dead god. Yet Oats can't help but find his faith wavering. Once the strongest Bastard, he soon realizes that in this battle, even the strength of a thriceblood is easily conquered. And after a grievous loss strikes, he begins to fear that this war will lead the *Lots* not to freedom but to ruin. So when another path to peace beckons, he has no choice but to walk it. Even if it means betting the *Lots'* fate, and his own, on the promises of the Bastards' wiliest adversary—and making a perilous journey into the heart of Hispartha itself. Brimming with all the epic battles, surprising sorcery, and fiendish twists a Bastards fan could wish for, alongside unforgettable moments for characters old and new, *The Free Bastards* builds a new future for the *Lots*—even as it gives our beloved trio of Jackal, Fetching, and Oats the rousing, blood-soaked sendoff they deserve.

"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

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

Examines the connection between creativity and alcohol by traveling to locales well-loved by six of America's greatest writers, who were also alcoholics, including John Cheever's New York, Tennessee Williams' New Orleans and Ernest Hemingway's Key West. 25,000 first printing.

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 LamoraThe Gentleman Bastard Sequence, Book OneHachette Book Group

Natharr is Guardian of Maarihk, one of a long line of protectors dating back to the Firstborn Age, before the Aa Conquest. Natharr's is an ancient role, rooted in his Firstblood, giving him Sight to see what is yet to be, adhering to his sacred duties even in the centuries since the Firstborn were forced to the brink of extinction by the Aa. Natharr still stands guard over all men, Aa or Firstborn, Seeing what will come to pass, determining what can be avoided and what cannot. Spending decades planning, even for saving the life of the newborn Crown Prince, so he may one day reclaim the throne.

These two novellas tell the story of how Locke, Jean and the other gentleman bastards acquired the Austershalin brandy that played such a key role in the con at the centre of THE LIES OF LOCKE LAMORA and how they managed to avoid being killed by the elite assassins known as the Choir of Knives. These two novellas will fill in the backstory of the Bastards and allow fans to revisit the pleasures of the banter and antics of Caldo, Galdo and Bug as well discover how Locke and Jean forged their gang. They will also serve as an excellent introduction to Locke and his world for new readers. And because these are novellas by Scott Lynch they will also provide 100,000 words full of devious con-work, high adventure, razor sharp dialogue and rich atmopshere.

From the #1 New York Times bestselling co-author of No Easy Day comes an insightful, inside look at the Green Berets—a legendary corps of soldiers whose exploits made military history. But now, its very identity and role as a fighting force may be forever changed. Until the war in Iraq, Special Forces were the military’s counterinsurgency experts. Their specialty was going behind enemy lines and training insurgent forces. In Afghanistan, they toppled the Taliban by transforming Northern Alliance fighters into cohesive units. But since that time, Special Forces units have focused on offensive raids. With time running short, the Green Berets have now gone back to their roots. Award-winning journalist Kevin Maurer traveled with a Special Forces team in Afghanistan, finding out firsthand the inside story of the lives of this elite group of highly trained soldiers. He witnessed the intense brotherhood, the rigorous selection process, and the arduous training that makes them the best on the battlefield. Here, Maurer delivers a compelling account of modern warfare and of a fighting force that is doing everything in its power to achieve victory.

"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"--

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.

Eli Monpress is talented. He's charming. And he's a thief. But not just any thief. He's the greatest thief of the age - and he's also a wizard. And with the help of his partners - a swordsman with the most powerful magic sword in the world but no magical ability of his own, and a demonseed who can step through shadows and punch through walls - he's

going to put his plan into effect. The first step is to increase the size of the bounty on his head, so he'll need to steal some big things. But he'll start small for now. He'll just steal something that no one will miss - at least for a while. Like a king.

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.

'This is a magnificent book' Anne McCaffrey 'I was reminded of Ursula K. Le Guin, George R. R. Martin, and J. R. R. Tolkein, but never felt that Rothfuss was imitating anyone' THE TIMES 'I have stolen princesses back from sleeping barrow kings. I burned down the town of Trebon. I have spent the night with Felurian and left with both my sanity and my life. I was expelled from the University at a younger age than most people are allowed in. I tread paths by moonlight that others fear to speak of during day. I have talked to Gods, loved women, and written songs that make the minstrels weep. My name is Kvothe. You may have heard of me' So begins the tale of Kvothe - currently known as Kote, the unassuming innkeeper - from his childhood in a troupe of traveling players, through his years spent as a near-feral orphan in a crime-riddled city, to his daringly brazen yet successful bid to enter a difficult and dangerous school of magic. In these pages you will come to know Kvothe the notorious magician, the accomplished thief, the masterful musician, the dragon-slayer, the legend-hunter, the lover, the thief and the infamous assassin.

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

Linden A. Lewis returns with this next installment of The First Sister Trilogy, perfect for fans of Red Rising, The Handmaid's Tale, and The Expanse. Astrid has reclaimed her name and her voice, and now seeks to bring down the Sisterhood from within. Throwing herself into the lioness' den, Astrid must confront and challenge the Aunts who run the Gean religious institution, but she quickly discovers that the business of politics is far deadlier than she ever expected. Meanwhile, on an outlaw colony station deep in space, Hiro val Akira seeks to bring a dangerous ally into the rebellion. Whispers of a digital woman fuel Hiro's search, but they are not the only person looking for this link to the mysterious race of Synthetics. Lito sol Lucious continues to grow into his role as a lead revolutionary and is tasked with rescuing an Aster operative from deep within an Icarii prison. With danger around every corner, Lito, his partner Ofiera, and the newly freed operative must flee in order to keep dangerous secrets out of enemy hands. Back on Venus, Lito's sister Lucinia must carry on after her brother's disappearance and accusation of treason by Icarii authorities. Despite being under the thumb of Souji val Akira, Lucinia manages to keep her nose clean...that is until an Aster revolutionary shows up with news about her brother's fate, and an opportunity to join the fight. This captivating, spellbinding second installment to The First Sister series picks up right where The First Sister left off and is a must-read for science fiction fans everywhere.

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...

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.

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

In a tropical island empire where wealth defines worth, a troubled mercenary and a dying magnate's nightmares hold the keys to preventing a catastrophe.

"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.

“National Velvet with monsters and a big helping of palace intrigue, *Race the Sands* is monstrous (literally), heartwarming, and empowering in equal measure. An incredibly fun and inspiring read.” – Katherine Arden, *New York Times* bestselling author of *The Bear and the Nightingale* In this epic standalone fantasy, the acclaimed author of the *Queens of Renthia* series introduces an imaginative new world in which a pair of strong and determined women risk their lives battling injustice, corruption, and deadly enemies in their quest to become monster racing champions. Life, death, and rebirth—in Becar, who you are in this life will determine your next life. Yet there is hope—you can change your destiny with the choices you make. But for the darkest individuals, there is no redemption: you come back as a kekok, a monster, and are doomed to be a kekok for the rest of time. Unless you can win the Races. After a celebrated career as an elite kekok rider, Tamra became a professional trainer. Then a tragic accident shattered her confidence, damaged her reputation, and left her nearly broke. Now, she needs the prize money to prevent the local temple from taking her daughter away from her, and that means she must once again find a winning kekok . . . and a rider willing to trust her. Raia is desperate to get away from her domineering family and cruel fiancé. As a kekok rider, she could earn enough to buy her freedom. But she needs a first-rate trainer. Impressed by the inexperienced young woman’s determination, Tamra hires Raia and pairs her with a strange new kekok with the potential to win—if he can be tamed. But in this sport, if you forget you’re riding on the back of a monster, you die. Tamra and Raia will work harder than they ever thought possible to win the deadly Becaran Races—and in the process, discover what makes this particular kekok so special.

GUNPOWDER AND BULLETS WILL DETERMINE THE VICTOR. When invasion looms... Tamas's invasion of Kez ends in disaster when a Kez counter-offensive leaves him cut off behind enemy lines with only a fraction of his army, no supplies, and no hope of reinforcements. Drastically outnumbered and pursued by the enemy's best, he must lead his men on a reckless march through northern Kez to safety, and back over the mountains so that he can defend his country from an angry god, Kresimir. But the threats are closer to home...In Adro, Inspector Adamat wants only to rescue his wife. To do so he must track down and confront the evil Lord Vetás. He has questions for Vetás concerning his enigmatic master, but the answers will lead Adamat on a darker journey. Who will lead the charge?Tamas's generals bicker among themselves, the brigades lose ground every day beneath the Kez onslaught, and Kresimir wants the head of the man who shot him in the eye. With Tamas and his powder cabal presumed dead, Taniel Two-shot finds himself as the last line of defense against Kresimir's advancing army. **THE CRIMSON CAMPAIGN** continues the most acclaimed and action-packed new epic fantasy series in years, following on from *Promise of Blood* - an adrenaline-fuelled debut of flintlock mages, civil war, and cold-blooded murder in a world where gods walk the earth.

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...

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 ...

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

When post-grad Rachael Hamilton accidentally gate-crashes a pro-athlete party, she ends up face-to-face with Ryan Carter, the NFL's most beloved quarterback. While most girls would be thrilled to meet the attractive young millionaire, Rachael would rather spend time with books than at sporting events, and she has more important things to worry about than romance. Like her parents pressuring her to leave her unpaid publishing internship for law school. But when Ryan's rookie teammate attaches himself to Rachael, she ends up cohosting Friday-night dinners for half a dozen football players. Over pancake brunches, charity galas and Alexander the Great, Rachael realizes all the judgments she'd made about Ryan are wrong. But how can a Midwestern Irish-Catholic jock with commitment problems and an artsy, gun-shy Jewish New Englander ever forge a partnership? Rachael must let down her barriers if she wants real love—even if that opens her up to pain that could send her back into her emotional shell forever. 89,000 words

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.

"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.

Joe Abercrombie's Best Served Cold meets George R. R. Martin's A Game of Thrones in the final novel in Richard K. Morgan's epic A Land Fit for Heroes trilogy, which burst onto the fantasy scene with The Steel Remains and The Cold Commands. Ringil Eskiath, a reluctant hero viewed as a corrupt degenerate by the very people who demand his help, has traveled far in search of the Illwrack Changeling, a deathless human sorcerer-warrior raised by the bloodthirsty Aldrain, former rulers of the world. Separated from his companions—Egar the Dragonbane and Archeth—Ringil risks his soul to master a deadly magic that alone can challenge the might of the Changeling. While Archeth and the Dragonbane embark on a trail of blood and tears that ends up exposing long-buried secrets, Ringil finds himself tested as never before, with his life and all existence hanging in the balance. Praise for The Dark Defiles “A finale that displays all the purposefully hard edges and grim magnificence that made the first two volumes stand out.”—Kirkus Reviews “Morgan brings his mammoth A Land Fit for Heroes fantasy trilogy to a rousing conclusion. . . . Expect surprises and suspense, along with the usual derring-do and entertaining characters.”—Booklist Praise for Richard K. Morgan and his acclaimed series, A Land Fit for Heroes “Bold, brutal, and making no compromises—Richard K. Morgan doesn't so much twist the clichés of fantasy as take an axe to them. Then set fire to them.”—Joe Abercrombie “Morgan has taken traditional sword and sorcery tropes and given

them a hard, contemporary kick. The anitithesis of the cosy fairytale, this one is for big boys.”—The Times (London) “A crisp stylist who demonstrates equal facility with action scenes and angst.”—The New York Times Book Review “A full-immersion experience, uncompromising and bleakly magnificent.”—Kirkus Reviews

"[A] fantasy masterwork . . . a dirty, blood-soaked gem of a novel [that reads] like Mad Max set in Tolkien's Middle-earth."--Kirkus Reviews (starred review) Jackal and his fellow half-orcs patrol the barren wastes of the Lot Lands, spilling their own damned blood to keep civilized folk safe. A rabble of hard-talking, hog-riding, whore-mongering brawlers they may be, but the Grey Bastards are Jackal's sworn brothers, fighting at his side in a land where there's no room for softness. And once Jackal's in charge--as soon as he can unseat the Bastards' tyrannical, seemingly unkillable founder--there's a few things they'll do different. Better. Or at least, that's the plan. Until the fallout from a deadly showdown makes Jackal start investigating the Lot Lands for himself. Soon, he's wondering if his feelings have blinded him to ugly truths about this world, and the Bastards' place in it. In a quest for answers that takes him from decaying dungeons to the frontlines of an ancient feud, Jackal finds himself battling invading orcs, rampaging centaurs, and grubby human conspiracies alike--along with a host of dark magics so terrifying they'd give even the heartiest Bastard pause. Finally, Jackal must ride to confront a threat that's lain in wait for generations, even as he wonders whether the Bastards can--or should--survive. Delivered with a generous wink to Sons of Anarchy, featuring sneaky-smart worldbuilding and gobs of fearsomely foul-mouthed charm, The Grey Bastards is a grimy, pulpy, masterpiece--and a raunchy, swaggering, cunningly clever adventure that's like nothing you've read before. Praise for The Grey Bastards "Saddle up the war boar and set off on a wild, gory thrill-ride that ends in an awesome climax and begs for a sequel."--Daily Mail (UK) "Non-stop action, though not for faint hearts . . . the Grey Bastards live up to their name in all respects."--The Wall Street Journal

“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...

A Kirkus Prize nominee and Stonewall Honor winner with 5 starred reviews! A New York Times bestseller! Named one of the best books of 2017 by NPR and the New York Public Library! "The queer teen historical you didn't know was missing from your life."—Teen Vogue "A stunning powerhouse of a story."—School Library Journal "A gleeful romp through history."—ALA Booklist A young bisexual British lord embarks on an unforgettable Grand Tour of Europe with his best friend/secret crush. An 18th-century romantic adventure for the modern age written by This Monstrous Thing author Mackenzi Lee—Simon vs. the Homo Sapiens Agenda meets the 1700s. Henry “Monty” Montague doesn't care that his roguish passions are far from suitable for the gentleman he was born to be. But as Monty embarks on his grand tour of Europe, his quests for pleasure and vice are in danger of coming to an end. Not only does his father expect him to take over the family's estate upon his return, but Monty is also nursing an impossible crush on his best friend and traveling companion, Percy. So Monty vows to make this yearlong escapade one last hedonistic hurrah and flirt with Percy from Paris to Rome. But when one of Monty's reckless decisions turns their trip abroad into a harrowing manhunt, it calls into question everything he knows, including his relationship with the boy he adores. Witty, dazzling, and intriguing at every turn, The Gentleman's Guide to Vice and Virtue is an irresistible romp that explores the undeniably fine lines between friendship and love. Don't miss Felicity's adventures in The Lady's Guide to Petticoats and Piracy, the highly anticipated sequel!

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

Twenty-seven years ago, they said Hari Michaelson didn't have a chance. He was just a loser, a street criminal from a disgraced family. He'd never make anything of himself. They were wrong. He made himself into Caine: Killer. Superstar. Hero . . . THE BLADE OF TYSHALLE Six years ago, Ma'elkoth--a god of Overworld--held Pallas Ril in his merciless grip. Earth's ruling elite wanted her dead. Caine swore he would save her. They said he didn't have a chance. They were wrong. He sacrificed his career as Caine to crush Pallas Ril's enemies and bring her home. Now Hari Michaelson is the only man who stands between the soulless corporate masters of Earth and the green hills of Overworld. Caine's victory over Ma'elKoth opened a door between the worlds, and the faceless masses of Earth are killing everything he loves. Enemies old and new array themselves against him. And Hari's not even Caine anymore. He's just one man--alone, half-crippled, powerless. They say he doesn't have a chance. They are wrong . . .

Dragons are trained to fight to the death, and two determined teens help free them in this spellbinding saga. Training a dragon to be a fighting champion is the only way to freedom for fifteen-year-old Jakkin.

"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.

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