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CMKGFF - MCKEE KARSYN

Hailed as "the most radical repackaging of the Bible since Gutenberg", these Pocket Canons give an up-close look at each book of the Bible.

A threat looms at the edge of the galaxy... Years have passed since the battle of Kublar, and Wraith is in deep cover for Legion Dark Ops, living a second life on the edge as an irreverent smuggler and bounty hunter under the alias of Captain Keel. As he fights off pirates and double-crossing rebels, Keel comes to realize that the old lines between right and wrong have blurred as the Legion sinks further under the corrupting influence of the House of Reason and its points. When a lucrative night market contract is offered directly to Wraith to hunt down an enigmatic warlord, the former legionnaire winds up on a galactic-wide search that brings him face to face with the galaxy's most notorious bounty hunter, a living legend known as Tyrus Rechs. The pair soon discover that the man they both hunt is more powerful than either imagined... and is poised to overthrow the Republic. With a cloud of darkness growing and a planet pitched in war, Wraith must choose whether his true allegiances lie with himself... or with his brothers still in the Legion. Military sci-fi meets space opera in this world-spanning adventure. Start reading now to see how expansive Galaxy's Edge is with this brief interlude in the ongoing story of the legionnaires of Victory Company!

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: AWE-SOME!"—SF Revu

With the Harry Potter film series now complete, Alfred Music and Warner Bros. Entertainment are proud to present big note piano arrangements from the eight epic films together in one collectible volume. For the first time ever, 36 sheet music selections by John Williams, Patrick Doyle, Nicholas Hooper, and Alexandre Desplat are collected along with eight pages of color stills from The Sorcerer's Stone to The Deathly Hallows, Part 2. By popular request, "Leaving Hogwarts" from The Sorcerer's Stone appears in print in this collection for the first time. It's a perfect gift for pianists of all ages who love the music of Harry Potter. Titles: Diagon Alley * Family Portrait * Harry's Wondrous World * Hedwig's Theme * Leaving Hogwarts * Nimbus 2000 * Voldemort * The Chamber of Secrets * Fawkes the Phoenix * Buckbeak's Flight * Double Trouble * Hagrid the Professor * Harry in Winter * Hogwarts March * Potter Waltz * This Is the Night * Dumbledore's Army * Fireworks * Loved Ones and Leaving * Professor Umbridge * Dumbledore's Farewell * Harry and Hermione * In Noctem * When Ginny Kissed Harry * Farewell to Dobby * Godric's Hollow Graveyard * Harry and Ginny * Obliviate * Ron Leaves * Snape to Malfoy Manor * Courtyard Apocalypse * Harry's Sacrifice * Lily's Lullaby * Lily's Theme * Severus and Lily * Statues.

Carmen Grey always knew she was different. None of the other children seemed able to read minds. None of the other children were able to manipulate their toys without touching them. On the morning of her sixth birthday, three men dressed in black arrive to remove her from the loving care of her parents. She is taken to an underground facility meant for others like her, for Clairvoyants. Stripped of her name and identity, over the years she is fashioned into something scary—something lethal. Each day is an endless struggle and every night is plagued by nightmares. Yet Carmen's ultimate battle won't be to save her life but to keep her soul.

Catherine Helstone's brother, Laon, has disappeared in Arcadia, legendary land of the magical fae. Desperate for news of him, she makes the perilous journey, but once there, she finds herself alone and isolated in the sinister house of Gethsemane. At last there comes news: her beloved brother is riding to be reunited with her soon – but the Queen of the Fae and her insane court are hard on his heels.

Hector Kipling has everything to live for: he is a talented artist with loving parents, a beautiful girlfriend, dependable mates and good health. But when Kirk Church, one of his best friends, and a habitual painter of cutlery, announces that he may have a brain tumour, the prospect of a character-building bereavement, with all the attendant suffering and sympathy, is a little too difficult for Hector to resist. Will it make him a better artist? Will it make him as successful as his friend Lenny Snook, who fills limousines with blood and has just been nominated for the Turner Prize? As events begin to unravel it doesn't take long for Hector's charmed world to fall completely and irreparably apart. From settees to stalkers, con men to corpses, paranoid self-portraits to S&M, *The Late Hector Kipling* is an irreverent and candid exploration of life, death, art and everything in between. 'Wonderful entertainment . . . A funny and successful satire' Observer Review 'Exquisitely written with a warm heart and a wry wit, this is a stunning debut.' Elle 'David Thewlis has written an extraordinarily good novel, which is not only brilliant in its own right, but stands proudly beside his work as an actor, no mean boast.' Billy Connolly 'I laughed and laughed until I read my own name amongst the carnage of Thewlis's unfortunate characters. This book is a disgrace - it's mean, cruel and refreshingly cynical.' Jake Chapman

Erika ja Leora is a powder mage in northern Kez, a place where that particular sorcery is punishable by death. She is only protected by her family name and her position as heir to a duchy. When she decides to help a young commoner—a powder mage marked for death, fugitive from the law—she puts her life and family reputation at risk and sets off to deliver her new ward to the safety of Adro while playing cat and mouse with the king's own mage hunters and their captain, Duke Nikslaus.

'CAPTIVATING EPIC FANTASY FROM A MAJOR NEW TALENT' Anthony Ryan on *The Rage of Dragons* Desperate to delay an impending attack by the indigenous people of Xidda, Tau and his queen craft a dangerous plan. If Tau succeeds, the queen will have the time she needs to assemble her forces and launch an all-out assault on her own capital city, where her sister is being propped up as the 'true' Queen of the Omehi. If the city can be taken, if Tsiora can reclaim her throne and reunite her people, then the Omehi might have a chance to survive the coming onslaught. *THE FIRES OF VENGEANCE CONTINUES THE UNMISSABLE EPIC FANTASY SERIES THAT BEGAN WITH EVAN WINTER'S ACCLAIMED DEBUT THE RAGE OF DRAGONS.* Praise for *The Rage of Dragons*: 'Intense, inventive and action-packed from beginning to end - a relentlessly gripping, brilliant read' James Islington, author of *The Shadow of What Was Lost* 'Stunning debut fantasy' Publishers Weekly 'Intense, vivid and brilliantly realised - a necessary read' Anna Smith Spark, author of *The Court of Broken Knives* 'Impossible to put down' Rick Riordan 'Fans of Anthony Ryan's *Blood Song* will love this' Django Wexler, author of *The Thousand Names* 'A Xhosa-inspired world complete with magic, dragons, demons and curses, *The Rage of Dragons* takes classic fantasy and imbues it with a fresh and exciting twist' Anna Stephens, author of *Godblind*

The long-awaited sequel to *The Phoenix Guards* and *Five Hundred Years After* Two hundred years after Adron's Disaster, in which Dragaera City was accidentally reduced to an ocean of chaos by an experiment in wizardry gone wrong, the Empire isn't what it

used to be. Deprived at a single blow of their Emperor, of the Orb that is the focus of the Empire's power, of their capital city with its Imperial bureaucracy, and of a great many of their late fellow citizens, the surviving Dragaerans have been limping through a long Interregnum, bereft even of the simple magic and sorcery they were accustomed to use in everyday life. Now the descendants and successors of the great adventurers Khaavren, Pel, Aerich, and Tazendra are growing up in this seemingly diminished world, convinced, like their elders, that the age of adventures is over and nothing interesting will ever happen to them. They are, of course, wrong . . . For even deprived of magic, Dragaerans fight, plot, and conspire as they breathe, and so do their still-powerful gods. The enemies of the Empire prowl at its edges, inscrutable doings are up at Dzur Mountain...and, unexpectedly, a surviving Phoenix Heir, young Zerika, is discovered—setting off a chain of swashbuckling events that will remake the world yet again. *The Khaavren Romances*, set in the world of Vlad Taltos's *Dragaera*: 1. *The Phoenix Guards* 2. *Five Hundred Years After* 3. *The Paths of the Dead* (*The Viscount of Adrilankha*, Vol. 1) 4. *The Lord of Castle Black* (*The Viscount of Adrilankha*, Vol. 2) 5. *Sethra Lavode* (*The Viscount of Adrilankha*, Vol. 3) *The Baron of Magister Valley* [standalone] At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. An example of Poe's melancholic and morbid poetic pieces, "A Dream Within a Dream" is a poem that pitifully mourns the passing of time. The poet's own life, teeming with depression, alcoholism, and misery, cannot but exemplify the subject matter and tone of the poem. The constant dilution of reality and fantasy is detrimental to the poetic speaker's ability to hold reality in his hands. The quiet contemplation of the speaker is contrasted with thunderous passing of time that waits for no man. Edgar Allan Poe (1809-1849) was an American poet, author, and literary critic. Most famous for his poetry, short stories, and tales of the supernatural, mysterious, and macabre, he is also regarded as the inventor of the detective genre and a contributor to the emergence of science fiction, dark romanticism, and weird fiction. His most famous works include "The Raven" (1845), "The Black Cat" (1843), and "The Gold-Bug" (1843).

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...

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, 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.

Piranesi lives in the House. Perhaps he always has. In his notebooks, day after day, he makes a clear and careful record of its wonders: the labyrinth of halls, the thousands upon thousands of statues, the tides that thunder up staircases, the clouds that move in slow procession through the upper halls. On Tuesdays and Fridays Piranesi sees his friend, the Other. At other times he brings tributes of food and waterlilies to the Dead. But mostly, he is alone. Messages begin to appear, scratched out in chalk on the pavements. There is someone new in the House. But who are they and what do they want? Are they a friend or do they bring destruction and madness as the Other claims? Lost texts must be found; secrets must be uncovered. The world that Piranesi thought he knew is becoming strange and dangerous

A walrus and a carpenter encounter some oysters during their walk on the beach--an unfortunate meeting for the oysters.

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.

An enchanting story, masterfully told, *The House in the Cerulean Sea* by TJ Klune is about the profound experience of discovering an unlikely family in an unexpected place - and realizing that family could be yours. 'I loved it. It is like being wrapped up in a big gay blanket. Simply perfect' - V. E. Schwab, author of *The Invisible Life of Addie LaRue* He expected nothing. But they gave him everything . . . Linus Baker leads a quiet life. At forty, he has a tiny house with a devious cat and his beloved records for company. And at the Department in Charge of Magical Youth, he's spent many dull years monitoring their orphanages. Then one day, Linus is summoned by Extremely Upper Management and given a highly classified assignment. He must travel to an orphanage where six dangerous children reside, including the Antichrist. There, Linus must somehow determine if they could bring on the end of days. But their guardian, charming and enigmatic Arthur Parnassus, will do anything to protect his wards. As Arthur and Linus grow ever closer, Linus must choose between duty and his dreams. *The House in the Cerulean Sea* by TJ Klune is an uplifting, heart-warming fantasy tale that's become a New York Times, USA Today and Washington Post bestseller. 'Likely to cause heart-swelling' - Washington Post 'A modern fairy tale . . . It's a beautiful book' - Charlaine Harris, number one New York Times bestselling author 'Touching, tender and truly delightful' - Gail Carriger, author of *Soulless*

Having struggled to prepare his people for a future without their magic protectors, ruler Otah Machi realizes he has run out of time when his city is targeted by an expansionist empire from across the sea. Reprint.

One of Lit Hub and The Millions's Most Anticipated Books of 2019

and one of BuzzFeed and Tor.com's Books to Read This Spring "Funny, futuristic, phenomenal, Fernando A. Flores is from another galaxy. Fasten your seat belt. You are in for a stupendous ride." —Sandra Cisneros *A parallel universe*. South Texas. Narcotics are legal and there's a new contraband on the market: ancient Olmec artifacts, shrunken indigenous heads, and filtered animals—species of animals brought back from extinction to clothe, feed, and generally amuse the very wealthy. Esteban Bellacosa has lived in the border town of MacArthur long enough to know to keep quiet and avoid the dangerous syndicates who make their money through trafficking. But his simple life starts to get complicated when the swashbuckling investigative journalist Paco Herbert invites him to come to an illegal underground dinner serving filtered animals. Bellacosa soon finds himself in the middle of an increasingly perilous, surreal, psychedelic journey, where he encounters legends of the long-disappeared Aranaña Indian tribe and their object of worship: the mysterious Trufflepig, said to possess strange powers. Written with infectious verve, bold imagination, and oddball humor, Fernando A. Flores's debut novel, *Tears of the Trufflepig*, is an absurdist take on life along the border, an ode to the myths of Mexican culture, a dire warning against the one percent's determination to dictate society's decline, and a nuanced investigation of loss. It's also the perfect introduction for Flores: a wonderfully weird, staggeringly smart new voice in American fiction, and a mythmaker of the highest order.

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...

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

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.

'Exquisitely intelligent and beautifully written...this is fantasy with muscle and brains, rife with intrigue and admirable depth of character, set in a world laden with history and detail.' - Steve Erikson, author of *Gardens of the Moon* '[Bakker] clamps his hand over yours and simply does not let go...Amid the cluttered shelves of the Epic Fantasy genre, Bakker is a name that stands out among not just the new writers in the crowd but established and recognized names.' - SFFWorld The first battle against the heathen has been won, but while the Great Names plot and squabble over the spoils, Kellhus patiently extends his influence, drawing more followers to his banner. The sorcerer Achamian and his lover, Esmenet, submit entirely, only to have their faith tested in unimaginable ways. The warrior Cnaiür falls ever deeper into madness. The skin-spies of the Consult watch with growing trepidation. And as the vast host of the Holy War endures its sternest test in the searing wastes of the desert, a name - a title - begins to be whispered amongst the faithful. But who is the Warrior-Prophet: a dangerous heretic, who turns brother against brother? Or the only man who can avert the Second Apocalypse? The Holy War stands on a knife edge. If all is not to be lost the great powers will have to choose between their most desperate desires and their most ingrained prejudice. Between hatred and hope. Between the Warrior-Prophet and the end of the world. . . The second book in R. Scott Bakker's acclaimed fantasy masterpiece, *The Prince of Nothing*. Books by R Scott Baker: *Prince of Nothing Trilogy* *The Darkness That Comes Before* *The Warrior-Prophet* *The Thousandfold Thought* *Aspect-Emperor* *The Judging Eye* *The White Luck Warrior* *The Great Ordeal* *The Unholy Consult* *Novels* *Neuropath* *Disciple of the Dog* *Light, Time, and Gravity*

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: **AWE-SOME!**"—SF Revu

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 atmosphere.

Springtime in Styria. And that means war. There have been nineteen years of blood. The ruthless Grand Duke Orso is locked in a vicious struggle with the squabbling League of Eight, and between them they have bled the land white. While armies march, heads roll and cities burn, and behind the scenes bankers, priests and older, darker powers play a deadly game to choose who will be king. War may be hell but for Monza Murcatto, the Snake of Talins, the most feared and famous mercenary in Duke Orso's employ, it's a damn good way of making money too. Her victories have made her popular -- a shade too popular for her employer's taste. Betrayed, thrown down a mountain and left for dead, Murcatto's reward is a broken body and a burning hunger for vengeance. Whatever the cost, seven men must die. Her allies include Styria's least reliable drunkard, Styria's most treacherous poisoner, a mass-murderer obsessed with numbers and a Northman who just wants to do the right thing. Her enemies number the better half of the nation. And that's all before the most dangerous man in the world is dispatched to hunt her down and finish the job Duke Orso started. . .

When a meteorite lands in Surrey, the locals don't know what to make of it. But as Martians emerge and begin killing bystanders, it quickly becomes clear—England is under attack. Armed soldiers converge on the scene to ward off the invaders, but meanwhile, more Martian cylinders land on Earth, bringing reinforcements. As war breaks out across England, the locals must fight for their

lives, but life on Earth will never be the same. This is an unabridged version of one of the first fictional accounts of extraterrestrial invasion. H. G. Wells's military science fiction novel was first published in book form in 1898, and is considered a classic of English literature.

In Nazi-occupied Denmark, ten-year-old Annemarie Johansen is called upon for a selfless act of bravery to help save her best friend from a terrible fate. Winner of the Newbery Medal, newly reissued in the Essential Modern Classics range. "They plan to arrest all the Danish Jews. They plan to take them away. And we have been told that they may come tonight." It is 1943 and life in Copenhagen is becoming complicated for Annemarie. There are food shortages and curfews, and soldiers on every corner. But it is even worse for her Jewish best friend, Ellen, as the Nazis continue their brutal campaign. With Ellen's life in danger, Annemarie must summon all her courage to help stage a daring escape. Inspired by true events of the Second World War, this gripping novel brings the past vividly to life for today's readers.

Royce Melborn, a skilled thief, and his mercenary partner, Hadrian Blackwater, make a profitable living carrying out dangerous assignments for conspiring nobles—until they are hired to pilfer a famed sword. What appears to be just a simple job finds them framed for the murder of the king and trapped in a conspiracy that uncovers a plot far greater than the mere overthrow of a tiny kingdom. Can a self-serving thief and an idealistic swordsman survive long enough to unravel the first part of an ancient mystery that has toppled kings and destroyed empires? And so begins the first tale of treachery and adventure, sword fighting and magic, myth and legend. When author Michael J. Sullivan self-published the first books of his *Riyria Revelations*, they rapidly became ebook bestsellers. Now, Orbit is pleased to present the complete series for the first time in bookstores everywhere.

Eighteen-year-old Cas Leung struggles with her morality and her romantic relationship with fellow pirate Swift as she and the Minnow crew work to take down wild sea monsters, dubbed Hellbeasts, who are attacking ships and destroying the ocean ecosystem.

Emperor Elend Venture, having survived only to become a Mistborn himself, struggles to find clues by the Lord Ruler that will save his world, while a guilt-consumed Vin takes on a task of ending the cosmic power of the Ruin mystic force.

"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

Cassius Wortham leaves all he knows behind to make it as a writer in the City, a nameless, walled metropolis at the crossroads of the world. But things are not as they seem. His roommate might have mob connections, his artist friend has addiction issues, and the waitress at the poetry club has political aspirations. Not to mention the invisible spirit of history that follows them around waiting to chronicle a looming catastrophe. An overseas turmoil brings tides of refugees to the walls of the City. Ambitious leaders play at social engineering. The loudest voices are drowned in the growing silence. Only Cas, his friends and their ghostly tagalong hold the key to the future, for in the end the silent will decide the fate of the City. Listen...and you too may hear the instruments of the Silent Symphony.

The House of Always is the fourth book in Jenn Lyons's epic fantasy series *A Chorus of Dragons*, which starts with *The Ruin of Kings*. What if you were imprisoned for all eternity? In the aftermath of the *Ritual of Night*, everything has changed. The Eight Immortals have catastrophically failed to stop Kihrin's enemies, who are moving forward with their plans to free Vol Karoth, the King of Demons. Kihrin has his own ideas about how to fight back, but even if he's willing to sacrifice everything for victory, the cost may prove too high for his allies. Now they face a choice: can they save the world while saving Kihrin too? Or will they be forced to watch as he becomes the very evil they had all sworn to destroy? Praise for *A Chorus of Dragons*: 'I loved it' – Lev Grossman, author of *The Magicians* 'A larger-than-life adventure story about thieves, wizards, assassins and kings' – *New York Times*