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## **KEY=1 - ARIAS POWERS**

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### **THE COLLECTED JOE ABERCROMBIE**

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*Hachette UK 'Joe Abercrombie is doing some terrific work' George R. R. Martin, author of GAME OF THRONES. Here are the first six books set in the world of THE FIRST LAW, Joe Abercrombie's hugely successful fantasy creation. Join Logen Ninefingers, Jezal dan luthar and Inquisitor Glokta as war rages across the North in the first trilogy, and then enjoy three self-contained novels and discover more of the remarkable imagination of the UK's most prominent fantasy author. Contains THE BLADE ITSELF, BEFORE THEY ARE HANGED, LAST ARGUMENT OF KINGS, BEST SERVED COLD, THE HEROES and RED COUNTRY*

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### **THE BLADE ITSELF**

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#### **BOOK ONE**

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*Hachette UK 'Delightfully twisted and evil' GUARDIAN 'Highly recommended ... seek it out' Joe Hill Inquisitor Glokta, a crippled and increasingly bitter relic of the last war, former fencing champion turned torturer extraordinaire, is trapped in a twisted and broken body - not that he allows it to distract him from his daily routine of torturing smugglers. Nobleman, dashing officer and would-be fencing champion Captain Jezal dan Luthar is living a life of ease by cheating his friends at cards. Vain, shallow, selfish and self-obsessed, the biggest blot on his horizon is having to get out of bed in the morning to train with obsessive and boring old men. And Logen Ninefingers, an infamous warrior with a bloody past, is about to wake up in a hole in the snow with plans to settle a blood feud*

with Bethod, the new King of the Northmen, once and for all - ideally by running away from it. But as he's discovering, old habits die really, really hard indeed... ..especially when Bayaz gets involved. A bald old man with a terrible temper and a pathetic assistant, he could be the First of the Magi, he could be a spectacular fraud, but whatever he is, he's about to make the lives of Glotka, Jezal and Logen a whole lot more difficult...

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## **BEFORE THEY ARE HANGED**

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### **BOOK TWO**

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Hachette UK 'As brilliant as its predecessor' SF REVU Bitter and merciless war is coming to the frozen north. It's bloody and dangerous and the Union army, split by politics and hamstrung by incompetence, is utterly unprepared for the slaughter that's coming. Lacking experience, training, and in some cases even weapons the army is scarcely equipped to repel Bethod's scouts, let alone the cream of his forces. In the heat-ravaged south the Gurkish are massing to assault the city of Dagoska, defended by Inquisitor Glokta. The city is braced for the inevitable defeat and massacre to come, preparations are made to make the Gurkish pay for every inch of land ... but a plot is festering to hand the city to its besiegers without a fight, and the previous Inquisitor of Dagoska vanished without trace. Threatened from within and without the city, Glokta needs answers, and he needs them soon. And to the east a small band of malefactors travel to the edge of the world to reclaim a device from history - a Seed, hidden for generations - with tremendous destructive potential. A device which could put a end to war, to the army of Eaters in the South, to the invasion of Shanka from the North - but only if it can be found, and only if its power can be controlled ...

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### **FIRST LAW TRILOGY BOXED SET**

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### **THE BLADE ITSELF, BEFORE THEY ARE HANGED, LAST ARGUMENT OF KINGS**

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### **BEST SERVED COLD**

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Orbit 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... Springtime in Styria. And that means revenge. First Law Trilogy The Blade Itself Before They Are Hanged Last Argument of Kings Novels in the First Law world Best Served Cold The Heroes Red Country*

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## **THE GREAT LEVELLER**

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### **BEST SERVED COLD, THE HEROES AND RED COUNTRY**

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*Hachette UK Collected together for the first time, here are the three hard-hitting standalone novels set in the world of Joe Abercrombie's bestselling FIRST LAW trilogy. BEST SERVED COLD: 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. THE HEROES: Over three bloody days of battle, the fate of the North will be decided. But with both sides riddled by intrigues, follies, feuds and petty jealousies, it is unlikely to be the noblest hearts, or even the strongest arms that prevail. Three men. One battle. No Heroes. RED COUNTRY: Shy South hoped to bury her bloody past and ride away smiling, but she'll have to sharpen up some bad old ways to get her family back, and she's not a woman to flinch from what needs doing. She sets off in pursuit off her family's killers with only a pair of oxen and her cowardly old stepfather Lamb for company. But it turns out Lamb's buried a bloody past of his own, and out in the lawless Far Country, the past never stays buried.*

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## **SHARP ENDS**

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### **STORIES FROM THE WORLD OF THE FIRST LAW**

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*Hachette UK The Union army may be full of bastards, but there's only one who thinks he can save the day single-handed when the Gurkish come calling: the incomparable Colonel Sand dan Glokta. Curnden Crow and his dozen are out to recover a mysterious item from beyond the Crinna. Only one small problem: no one seems to know what the item is. Shevedieh, the self-styled best thief in Styria, lurches from disaster to catastrophe alongside her best friend and greatest enemy, Javre, Lioness of Hoskopp. And after years*

*of bloodshed, the idealistic chieftain Bethod is desperate to bring peace to the North. There's only one obstacle left - his own lunatic champion, the most feared man in the North: the Bloody-Nine . . . Sharp Ends combines previously published, award-winning tales with exclusive new short stories. Violence explodes, treachery abounds, and the words are as deadly as the weapons in this rogue's gallery of side-shows, back-stories, and sharp endings from the world of the First Law.*

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## **BEST SERVED COLD**

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*Revenge. Getting even. Fighting back. Whatever it's called, it's supposed to warrant two graves - or at least, that's how one old saying went - usually, in the case of mere mortal Human beings. In the case of the Human race as a whole, it was less about that and more about survival. Having just survived the Big Nuke twenty years before, a recovering Earth just beginning to reap the rewards of interplanetary colonization was suddenly attacked by an alien race that didn't communicate, didn't negotiate - and seemed absolutely intent on taking the entire solar system for itself. The only option the war-weary people of Earth, Mars and Luna had, was to beat their plough-shares back into swords - and fight back! In the first six months, the best the fledgling Earth Defense Fleet could manage, was to push the savage Gimp back to the asteroid belt. For four long years since then, it was all they could do to maintain the stalemate, with each side waiting for the other to make a fatal mistake. Sooner or later the war would end, one way - or the other. For Alex Nikolls, a pilot fighting in the blackness of space on an almost daily basis, it couldn't come soon enough! For Francis Talon - Commander In Chief of a strike force intended to bring the aliens to their knees, it was the culmination of a journey of self-glorification and ambition leading all the way back to the L.A. mafia and the killing of Marian Mureau's parents. For Marian Mureau, it meant more than just the end of the war - it signified the end of a life-long vendetta!*

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## **HALF A WAR (SHATTERED SEA, BOOK 3)**

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*HarperCollins UK A classic coming-of-age tale set in a vivid and richly-imagined world from Sunday Times bestselling author Joe Abercrombie. 'Joe Abercrombie is doing some terrific work' GEORGE R.R. MARTIN*

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## **RED COUNTRY**

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## **A FIRST LAW NOVEL**

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*Hachette UK 'Joe Abercrombie is doing some terrific work' George R. R. Martin, author of GAME OF THRONES. They burned her home. They stole her brother and sister. But vengeance is following. Shy South hoped to bury her bloody past and ride away smiling, but*

*she'll have to sharpen up some bad old ways to get her family back, and she's not a woman to flinch from what needs doing. She sets off in pursuit with only a pair of oxen and her cowardly old stepfather Lamb for company. But it turns out Lamb's buried a bloody past of his own, and out in the lawless Far Country, the past never stays buried. Their journey will take them across the barren plains to a frontier town gripped by gold fever, through feud, duel and massacre, high into the unmapped mountains to a reckoning with the Ghosts. Even worse, it will force them into alliance with Nicomo Cosca, infamous soldier of fortune, and his feckless lawyer Temple, two men no one should ever have to trust... The past never stays buried...*

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## **THE FIRST LAW TRILOGY**

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*Orbit* *The complete First Law trilogy from New York Times bestseller and master of grimdark fantasy, Joe Abercrombie. "The finest epic fantasy trilogy in recent memory." - Junot Diaz* *Murderous conspiracies rise to the surface, old scores are ready to be settled, and the line between hero and villain is sharp enough to draw blood. Unpredictable, compelling, wickedly funny, and packed with unforgettable characters, the First Law trilogy is noir fantasy with a real cutting edge. This boxed set includes: THE BLADE ITSELF, BEFORE THEY ARE HANGED, THE LAST ARGUMENT OF KINGS. For more from Joe Abercrombie, check out: Novels in the First Law world Best Served Cold The Heroes Red Country Sharp Ends: Stories From the World of the First Law*

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## **HALF THE WORLD (SHATTERED SEA, BOOK 2)**

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*HarperCollins UK* *'Grabbed me and refused to let go' George R.R. Martin*

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## **THE WISDOM OF CROWDS**

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## **THE RIOTOUS CONCLUSION TO THE AGE OF MADNESS**

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*Hachette UK* *CHOAS. FURY. DESTRUCTION. THE GREAT CHANGE IS UPON US . . . 'Dazzlingly gruesome and gripping' Daily Mail \* \* \* \* \**  
*\* \* \* \* \* Some say that to change the world you must first burn it down. Now that belief will be tested in the crucible of revolution: the Breakers and Burners have seized the levers of power, the smoke of riots has replaced the smog of industry, and all must submit to the wisdom of crowds. With nothing left to lose, Citizen Brock is determined to become a new hero for the new age, while Citizeness Savine must turn her talents from profit to survival before she can claw her way to redemption. Orso will find that when the world is turned upside down, no one is lower than a monarch. And in the bloody North, Rikke and her fragile Protectorate are running out of allies . . . while Black Calder gathers his forces and plots his vengeance. The banks have fallen, the sun of the Union has*

been torn down, and in the darkness behind the scenes, the threads of the Weaver's ruthless plan are slowly being drawn together . . . Capping off the AGE OF MADNESS trilogy, THE WISDOM OF CROWDS brings the series which is revolutionising fantasy to its stunning conclusion . . .

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## **THE TROUBLE WITH PEACE**

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### **THE GRIPPING SUNDAY TIMES BESTSELLING FANTASY**

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Hachette UK CONSPIRACY. BETRAYAL. REBELLION. PEACE IS JUST ANOTHER KIND OF BATTLEFIELD . . . 'Nimble, brutal and hilarious' Daily Mail 'Will leave fans begging for more' Starburst \*\*\*\*\* Unrest worms into every layer of society. The Breakers lurk in the shadows, plotting to free the common man from his shackles, while yesterday's heroes nurse grievances and noblemen bicker for their own advantage. The King of the Union struggles to find a safe path through the maze of knives that is politics, only to see his enemies, and his debts, multiply. The old ways are being swept aside, but those who would seize the reins of power will find no alliance, no friendship, and no peace, lasts forever. Second in the AGE OF MADNESS trilogy, THE TROUBLE WITH PEACE is the next instalment of a series which is revolutionising fantasy . . . \*\*\*\*\* 'A breakneck- speed fantasy book that brings in all the elements of a political thriller, action romp and reflective memoir. Job well done' The Sun 'Joe Abercrombie is a master of the genre' Lev Grossman 'It's smart. It's witty. This is an absolutely top-notch work of fantasy' Sci-Fi and Fantasy Reviews 'The Trouble with Peace mauls expectations to serve up a sublime sequel that's even better than it's showstopper of a predecessor' Novel Notions 'Effortlessly brilliant' The Bookbeard's Blog 'I had insanely high expectations for the sequel. But The Trouble with Peace met pretty much all of them' The Fantasy Inn

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## **A LITTLE HATRED**

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### **THE FIRST IN THE EPIC SUNDAY TIMES BESTSELLING SERIES**

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Hachette UK WAR. POLITICS. REVOLUTION. THE AGE OF MADNESS HAS ARRIVED . . . 'Funny and sardonic, violent and compelling' Guardian 'A tale of brute force and subtle magic on the cusp of an industrial revolution ... Buckle your seat belts for this one' Robin Hobb \*\*\*\*\* On the battlefields of the North, the next generation of would-be heroes rushes to make the same bloody mistakes as the last. While the age of the machine dawns, the age of magic refuses to die. One might glimpse the future, through the curse of the Long Eye, but changing it is another matter altogether. The chimneys of industry rise, the cities seethe with opportunity, and even kings must kneel before the new power of the banks. But in the slums, anger is brewing, and soon it will boil

over with a rage that all the money in the world cannot control . . . Introducing a cast of unforgettable new characters, *A LITTLE HATRED* begins a new *First Law* trilogy which will have you gripped from the very start ... \*\*\*\*\* 'Crammed with characters and detail, the intricately woven story never slackens its merciless grip' *Daily Mail* 'A masterpiece of fantasy fiction' *Starburst* 'Could scratch an itch for anyone missing *Game of Thrones*' *Den of Geek* 'One of Abercrombie's best books yet' *SFX* 'Will keep you up long after bedtime' *The Sun*

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## HALF A KING

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Voyager 'Grabbed me and refused to let go' *George R.R. Martin*

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## BEST SERVED COLD

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Hachette UK *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.*

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## LAST ARGUMENT OF KINGS

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## BOOK THREE

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Hachette UK *The end is coming. Logen Ninefingers might only have one more fight in him - but it's going to be a big one. Battle rages across the North, the King of the Northmen still stands firm, and there's only one man who can stop him. His oldest friend, and his oldest enemy. It's past time for the Bloody-Nine to come home. With too many masters and too little time, Superior Glokta is fighting a different kind of war. A secret struggle in which no-one is safe, and no-one can be trusted. His days with a sword are far behind him.*

*It's a good thing blackmail, threats and torture still work well enough. Jezal dan Luthar has decided that winning glory is far too painful, and turned his back on soldiering for a simple life with the woman he loves. But love can be painful too, and glory has a nasty habit of creeping up on a man when he least expects it. While the King of the Union lies on his deathbed, the peasants revolt and the nobles scramble to steal his crown. No-one believes that the shadow of war is falling across the very heart of the Union. The First of the Magi has a plan to save the world, as he always does. But there are risks. There is no risk more terrible, after all, than to break the First Law...*

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## **THE HEROES**

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### **A FIRST LAW NOVEL**

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Hachette UK This enhanced eBook contains: # An introduction from Joe Abercrombie # The full text of *THE HEROES* # *THE HEROES* Audio edition # A critical afterword from the editor Plus: # *THE FOOL JOBS* short story, featuring characters from *THE HEROES* # A 20,000 word 'planning' document which contains all of Joe's behind-the-scenes notes, plans and timeline for *THE HEROES* # A before-and-after chapter showing the first draft, the last draft, and many stages in between of one of the most critical chapters of the book # A full behind-the-scenes interview with Joe Abercrombie covering the writing process, the importance of maps, the genesis of and influences on the novel, the six main characters and their story arcs, and the cover . . . amongst other things! # 'Blog archive' - all of Joe's blog posts from the period when he was writing *THE HEROES*. This is half-diary, half book progress updates, and includes illustrations, links to interviews, events, award ceremonies and reviews of games and books from Joe as well as incidents from his life # Cover file: view the several elements of the cover in all their final and rough stages, plus the different stages the cover itself went through during the design process. Comes with commentary from Joe Abercrombie, Dave Senior, Didier Graffet and Laura Brett - the design team that won a publically-voted design award for the cover of *BEST SERVED COLD* # A full author biography, and an author photo gallery

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### **A VIEW FROM A HILL (FANTASY AND HORROR CLASSICS)**

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Read Books Ltd M. R. James was born in Kent, England in 1862. James came to writing fiction relatively late, not publishing his first collection of short stories - *Ghost Stories of an Antiquary* (1904) - until the age of 42. Modern scholars now see James as having redefined the ghost story for the 20th century and he is seen as the founder of the 'antiquarian ghost story'. We are republishing these classic works in affordable, high quality, modern editions with a brand new introductory biography of the author.

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## THE WISDOM OF CROWDS

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*Age of Madness* Some say that to change the world you must first burn it down. Now that belief will be tested in the crucible of revolution: the Breakers and Burners have seized the levers of power, the smoke of riots has replaced the smog of industry, and all must submit to the wisdom of crowds. The banks have fallen, the sun of the Union has been torn down, and in the darkness behind the scenes, the threads of the Weaver's ruthless plan are slowly being drawn together. Print run 100,000.

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## THE LIES OF LOCKE LAMORA

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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.

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## THE KINGDOM OF LIARS

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### A NOVEL

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*Gallery / Saga Press* In this brilliant debut fantasy, a story of secrets, rebellion, and murder are shattering the Hollows, where magic costs memory to use, and only the son of the kingdom's despised traitor holds the truth. Michael is branded a traitor as a child because of the murder of the king's nine-year-old son, by his father David Kingman. Ten years later on Michael lives a hardscrabble life, with his sister Gwen, performing crimes with his friends against minor royals in a weak attempt at striking back at the world that rejects him and his family. In a world where memory is the coin that pays for magic, Michael knows something is there in the hot white emptiness of his mind. So when the opportunity arrives to get folded back into court, via the most politically dangerous member of the kingdom's royal council, Michael takes it, desperate to find a way back to his past. He discovers a royal family that is spiraling into a self-serving dictatorship as gun-wielding rebels clash against magically trained militia. What the truth holds is a set of shocking revelations that will completely change the Hollows, if Michael and his friends and family can survive long enough to see it.

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## UNTITLED ABERCROMBIE 4 OF 4

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*Gollancz* Concluding the AGE OF MADNESS trilogy, THE WISDOM OF CROWDS brings the series which is revolutionising fantasy to its stunning conclusion. . .Chaos. Fury. Destruction.The Great Change is upon us . . .Some say that to change the world you must first burn it down. Now that belief will be tested in the crucible of revolution: the Breakers and Burners have seized the levers of power, the smoke of riots has replaced the smog of industry, and all must submit to the wisdom of crowds.With nothing left to lose, Citizen Brock

*is determined to become a new hero for the new age, while Citizeness Savine must turn her talents from profit to survival before she can claw her way to redemption. Orso will find that when the world is turned upside down, no one is lower than a monarch. And in the bloody North, Rikke and her fragile Protectorate are running out of allies . . . while Black Calder gathers his forces and plots his vengeance. The banks have fallen, the sun of the Union has been torn down, and in the darkness behind the scenes, the threads of the Weaver's ruthless plan are slowly being drawn together . . . Joe Abercrombie is doing some terrific work - George R. R. Martin 'No one writes with the seismic scope or primal intensity of Joe Abercrombie' Pierce Brown 'Delightfully twisted and evil' The Guardian 'Witty, Bloody and fun' Nicholas Eames 'A vivid and jolting tale' Robin Hobb*

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## **THE SHATTERED SEA SERIES 3-BOOK BUNDLE**

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### **HALF A KING, HALF THE WORLD, HALF A WAR**

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*Del Rey Discover the fantasy novels that have earned raves from George R. R. Martin and Maze Runner author James Dashner, won a Locus Award and an Alex Award, and claimed best-of-the-year honors in Time, The Washington Post, and BuzzFeed. From a crippled slave whose appearance belies his dangerous ambitions, to “a girl who makes Katniss Everdeen look like Dorothy” (Chicago Tribune), an unforgettable cast of characters populate this addictive series, now together in one epic ebook bundle: HALF A KING HALF THE WORLD HALF A WAR Prince Yarvi has vowed to regain a throne he never wanted. But first he must survive cruelty, chains, and the bitter waters of the Shattered Sea. And he must do it all with only one good hand. Born a weakling in the eyes of his father, Yarvi is alone in a world where a strong arm and a cold heart rule. He cannot grip a shield or swing an axe, so he must sharpen his mind to a deadly edge. Gathering a strange fellowship of the outcast and the lost, he finds they can do more to help him become the man he needs to be than any court of nobles could. But even with loyal friends at his side, Yarvi learns that his path may end as it began—in twists, and traps, and tragedy. Praise for the Shattered Sea series “The Shattered Seas trilogy has worked its way into a very exclusive group of my favorite fantasy novels of all time. The pacing is perfect, the characters deep and true and real, the world rich and authentic, the plot full of twists and turns. Perhaps my favorite part is that no one is purely good or evil: Each and every character has layers upon layers that are a joy to discover. I tore through all three books and truly hope that someday Joe Abercrombie returns to this magnificent, captivating world.”—James Dashner, #1 New York Times bestselling author of The Maze Runner “A fast-paced tale of betrayal and revenge that grabbed me from page 1 and refused to let go.”—George R. R. Martin, on Half a King “Abercrombie’s Shattered Sea is a fantastic yet believable backdrop to Yarvi’s struggle, a vivid imaginary land.”—The Seattle Times, on Half a King “An excellent page-turner . . . full of drama and energy.”—New York Daily News, on Half the World “Compelling . . . [Thorn] makes Katniss Everdeen look like Dorothy.”—Chicago Tribune, on Half the World “A fantasy for all ages, and all times, [that] rends the soul as*

*compulsively as anything Abercrombie has written to date . . . Half a War is a success in every way, putting a stupendous capstone on the entire Shattered Sea Trilogy.”—Tordotcom “Abercrombie piles on shocking betrayals and charges his characters a high price for vengeance in this powerful and fitting final volume.”—Publishers Weekly, on Half a War*

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## **SEVEN BLADES IN BLACK**

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*Hachette UK Acclaimed author Sam Sykes returns with a brilliant new epic fantasy that introduces to an unforgettable outcast magician caught between two warring empires. 'Seven Blades in Black offers villains that are as memorable and unique as the heroes. Action, magic, romance and humor mingle well in this mammoth tale. It's an immersive read in a well realized world' Robin Hobb Set in the Scar, where the magical, decadent Imperium battles the upstart, technologically-savvy Revolution, SEVEN BLADES IN BLACK follows the exploits of Sal the Cacophony, the most famous and dangerous of all the rogue mages. Among humans, none have power like mages. And among mages, none have will like Sal the Cacophony. Once revered, now vagrant, she walks a wasteland scarred by generations of magical warfare. The Scar, a land torn between powerful empires, is where rogue mages go to disappear, disgraced soldiers go to die and Sal went with a blade, a gun and a list of names she intended to use both on. But vengeance is a flame swift extinguished. Betrayed by those she trusted most, her magic torn from her and awaiting execution, Sal the Cacophony has one last tale to tell before they take her head. All she has left is her name, her story and the weapon she used to carved both. Vengeance is its own reward. PRAISE FOR SEVEN BLADES IN BLACK 'Sykes is a master at taking familiar elements of fantasy and stirring them to a wicked, wholly original churn. In Sal the Cacophony, Sykes has crafted a protagonist for the ages. Ludicrous, wicked, delightful' Pierce Brown, author of Red Rising 'Exciting and inventive. I never realized how much I needed wizard-hunting gunslingers in my life. Buy Sam's book' Peter V. Brett, author of The Painted Man 'Seven Blades in Black is terrific. The tale of Sal the Cacophony is delightfully sarcastic and deeply sorrowful. If you've ever wanted to read Final Fantasy: The Book, this is it' Nicholas Eames, author of Kings of the Wyld 'By the end of the first page, you'll know Sam is in love with his characters. By the end of the second, you'll know you are too' Myke Cole, author of The Armored Saint 'Gunslingers and mad mages and monsters, oh my. Sykes' latest is a brutal and vulgar epic yet still fun enough that - and I say this as the highest of compliments - makes me wish like hell it ends up with an adaptation into a role-playing game' Chuck Wendig*

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## **SENLIN ASCENDS**

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## **BOOK ONE OF THE BOOKS OF BABEL**

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*Hachette UK 'Gracefully written, deliriously imaginative, action-packed, warm, witty and thought-provoking' Madeline Miller, author of*

*Circe 'One of my favourite books of all time' - Mark Lawrence, author of Prince of Thorns 'I'm wildly in love with this book' - Pierce Brown, author of Red Rising DISCOVER THE EXTRAORDINARY DEBUT THAT HAS GOT EVERYONE TALKING Mild-mannered headmaster, Thomas Senlin prefers his adventures to be safely contained within the pages of a book. So when he loses his new bride shortly after embarking on the honeymoon of their dreams, he is ill-prepared for the trouble that follows. To find her, Senlin must enter the Tower of Babel - a world of geniuses and tyrants, of menace and wonder, of unusual animals and mysterious machines. And if he hopes to ever see his wife again, he will have to do more than just survive . . . this quiet man of letters must become a man of action. 'Brilliant' - Publishers Weekly 'I loved it' - Django Wexler 'An engrossing intoxicating delight' - Forbidden Planet 'An extraordinary debut that is well worthy of the hype. A beautifully written, highly engaging page-turning masterpiece' - Fantasy Book Review 'Thomas Senlin is the most unlikely yet likeable hero since a certain hobbit rushed out of Bag End leaving his second breakfast half-finished and entirely unwashed-up' - Fantasy Faction*

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## **THE BALLOON THIEF**

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*Chicken House (english) When Khadija's father arranges a match, she leaps at a chance to escape - a hot air balloon fighting its ropes for the sky. Soon, she is flying over the desert sands of her world, swept up in an adventure of black magic, jinn and revolution beyond her wildest dreams ...*

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## **HOUSE OF EARTH AND BLOOD**

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## **THE EPIC NEW FANTASY SERIES FROM MULTI-MILLION AND #1 NEW YORK TIMES BESTSELLING AUTHOR SARAH J. MAAS**

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*Bloomsbury Publishing Think Game of Thrones meets Buffy the Vampire Slayer with a drizzle of E.L. James - Telegraph Perfect for fans of Jessica Jones and True Blood, this is a blockbuster modern fantasy set in a divided world where one woman must uncover the truth to seek her revenge. Half-Fae, half-human Bryce Quinlan loves her life. Every night is a party and Bryce is going to savour all the pleasures Lunathion - also known as Crescent City - has to offer. But then a brutal murder shakes the very foundations of the city, and brings Bryce's world crashing down. Two years later, Bryce still haunts the city's most notorious nightclubs - but seeking only oblivion now. Then the murderer attacks again. And when an infamous Fallen angel, Hunt Athalar, is assigned to watch her every footstep, Bryce knows she can't forget any longer. As Bryce and Hunt fight to unravel the mystery, and their own dark pasts, the threads they tug ripple through the underbelly of the city, across warring continents, and down to the deepest levels of Hel, where things that have been sleeping for millennia are beginning to stir ... With unforgettable characters and page-turning suspense, this richly inventive new*

*fantasy series by #1 New York Times bestselling author Sarah J. Maas delves into the heartache of loss, the price of freedom – and the power of love.*

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## **AGE OF WAR**

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### **BOOK THREE OF THE LEGENDS OF THE FIRST EMPIRE**

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Del Rey *The epic battle between humankind and their godlike rulers finally ignites in the masterful follow-up to Age of Myth and Age of Swords. The alliance of humans and renegade Fhrey is fragile—and about to be tested as never before. Persephone keeps the human clans from turning on one another through her iron will and a compassionate heart. The arrogant Fhrey are barely held in check by their leader, Nyphron, who seeks to advance his own nefarious agenda through a loveless marriage that will result in the betrayal of the person Persephone loves most: Raithe, the God Killer. As the Fhrey overlords marshal their army and sorcerers to crush the rebellion, old loyalties will be challenged while fresh conspiracies will threaten to undo all that Persephone has accomplished. In the darkest hour, when hope is all but lost, new heroes will rise . . . but at what terrible cost? Magic, fantasy, and mythology collide in Michael J. Sullivan's Legends of the First Empire series: AGE OF MYTH • AGE OF SWORDS • AGE OF WAR*

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## **RISE OF EMPIRE**

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Orbit *The adventure continues as Royce and Hadrian aid the struggling kingdom of Melengar as it alone stands in defiance against the newly formed empire. War approaches and a desperate gamble behind enemy lines is their only chance at forming an alliance with the Nationalists to the south. But Royce has plans of his own as he uses this opportunity to discover if an ancient wizard is using Riyria as pawns in his own bid for power. To find the truth, Royce must unravel Hadrian's hidden past. What he discovers will lead them to the end of the known world, on a journey rife with treachery and intrigue. 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. Rise of Empire was originally published as: Nyphron Rising and The Emerald Storm. BOOKS IN THE RIYRIA REVELATIONS Theft of Swords (The Crown Conspiracy & Avempartha) Rise of Empire (Nyphron Rising & The Emerald Storm) Heir of Novron (Wintertide & Percepliquis)*

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## **THE WARRIOR-PROPHET**

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## BOOK 2 OF THE PRINCE OF NOTHING

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*Hachette UK '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*

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## THE VORPAL BLADE

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*A headless corpse has been discovered in the Thames just outside London, the body of a man who once worked for Tweed. Three thousand miles away, on the east coast of America, another headless body is found. Sensing instinctively that there must be a connection, Tweed, Paula Grey and Bob Newman follow the tortuous trail left by the killer, from London to America and into the heart of Switzerland. Paula, haunted by nightmares of the dreadful killings, takes the lead in their desperate search to put an end to the bloodshed and puts herself in extreme danger...*

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## THE WAR THAT KILLED ACHILLES

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*Faber & Faber The Iliad is still the greatest poem about war that our culture has ever produced. For a hundred generations, poets and thinkers in the West have pored over, retold and argued about the events described in this martial epic, even when direct knowledge of it was lost. Various empires have admired it as a book that in telling the story of the siege of Troy also extols the warrior ethic, and*

teaches the young how to die well. Yet the figure at the heart of the epic, the consummate warrior Achilles, is a brooding, controversial hero. He is a fierce critic of those who have started this war and allowed it to drag on, consuming soldiers and civilians alike. Disconcertingly, *The Iliad* portrays war as a catastrophe that destroys cities, orphans children and wrecks whole societies. Caroline Alexander's extraordinary book is not about any of the traditional concerns that have occupied classicists for centuries. It is simpler and more radical than that. In her words, 'This book is about what the *Iliad* is about; this book is about what the *Iliad* says of war.'

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## **INDEH**

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### **A STORY OF THE APACHE WARS**

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Grand Central Publishing **INSTANT #1 NEW YORK TIMES BESTSELLER** The year is 1872. The place, the Apache nations, a region torn apart by decades of war. The people, like Goyahkla, lose his family and everything he loves. After having a vision, the young Goyahkla approaches the Apache leader Cochise, and the entire Apache nation, to lead an attack against the Mexican village of Azripe. It is this wild display of courage that transforms the young brave Goyahkla into the Native American hero Geronimo. But the war wages on. As they battle their enemies, lose loved ones, and desperately cling on to their land and culture, they would utter, "Indeh," or "the dead." When it looks like lasting peace has been reached, it seems like the war is over. Or is it? **INDEH** captures the deeply rich narrative of two nations at war-as told through the eyes of Naiches and Geronimo-who then try to find peace and forgiveness. **INDEH** not only paints a picture of some of the most magnificent characters in the history of our country, but it also reveals the spiritual and emotional cost of the Apache Wars. Based on exhaustive research, **INDEH** offers a remarkable glimpse into the raw themes of cultural differences, the horrors of war, the search for peace, and, ultimately, retribution. The Apache left an indelible mark on our perceptions about the American West, and **INDEH** shows us why.

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## **LUCIFER'S STAR**

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Crossroad Press From the bestselling author of *The Rules of Supervillainy*: Cassius Mass was the greatest star pilot of the Crius Archduchy. He fought fiercely for his cause, only to watch his nation fall to the Interstellar Commonwealth. It was only after that he realized the side he'd been fighting for was the wrong one. Now a semi-functional navigator on an interstellar freight hauler, he tries to hide who he was and escape his past. Unfortunately, some things refuse to stay buried and he ends up conscripted by the very people who destroyed his homeland. **LUCIFER'S STAR** is the first novel of the *Lucifer's Star* series, a dark science fiction space opera set in a world of aliens, war, politics, and slavery.

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## **MISTBORN TRILOGY**

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### **THE FINAL EMPIRE, THE WELL OF ASCENSION, THE HERO OF AGES**

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Tor Books This discounted ebundle includes: *Mistborn: The Final Empire, The Well of Ascension, The Hero of Ages* From #1 New York Times bestselling author Brandon Sanderson, the Mistborn trilogy is a heist story of political intrigue and magical, martial-arts action. For a thousand years the ash fell and no flowers bloomed. For a thousand years the Skaa slaved in misery and lived in fear. For a thousand years the Lord Ruler, the "Sliver of Infinity," reigned with absolute power and ultimate terror, divinely invincible. This saga dares to ask a simple question: What if the hero of prophecy fails? *Mistborn: The Final Empire* — Kelsier, a brilliant thief has turned his talents to the ultimate caper, with the Lord Ruler as the mark. Kel's plan is the ultimate long shot, until luck brings a ragged girl named Vin into the fold. But she will have to learn to trust if she is to master powers of which she never dreamed. *The Well of Ascension* — Evil has been defeated; the war has just begun. Vin, the street urchin who has become the most powerful Mistborn in the land, and Elend Venture, the idealistic young nobleman who loves her, must build a healthy new society in the ashes of an empire. *The Hero of Ages* — The Deepness has returned, along with unusually heavy ashfalls and powerful earthquakes. Humanity appears to be doomed. Vin and Eland investigate the past to save the future, and in the end, sacrifices must be made. Other Tor books by Brandon Sanderson *The Cosmere The Stormlight Archive The Way of Kings Words of Radiance Edgedancer (Novella) Oathbringer The Mistborn trilogy Mistborn: The Final Empire The Well of Ascension The Hero of Ages Mistborn: The Wax and Wayne series Alloy of Law Shadows of Self Bands of Mourning Collection Arcanum Unbounded Other Cosmere novels Elantris Warbreaker The Alcatraz vs. the Evil Librarians series Alcatraz vs. the Evil Librarians The Scrivener's Bones The Knights of Crystallia The Shattered Lens The Dark Talent The Rithmatist series The Rithmatist Other books by Brandon Sanderson The Reckoners Steelheart Firefight Calamity At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

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## **THE HANDY LAW ANSWER BOOK**

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Visible Ink Press Combining practical legal tips with an exhaustive review of the law in the United States, this comprehensive reference answers more than 1,200 questions ranging from *Where did the word tort come from?* and *How are state court judges selected?* to *Where did the first U.S. Supreme Court meet?* Useful advice includes how to find a lawyer, how to file a complaint against a lawyer, how to document discrimination in the workplace, and how to handle oneself in court. Interspersed throughout are fun sidebars highlighting important cases and explanations of legal terms as well as entertaining information on bizarre and frivolous lawsuits, including one where a prisoner in Colorado sued prison officials after he injured himself during an escape attempt. With a

*wide range of information suitable for various knowledge bases—from junior high to junior college—this is an ideal source for anyone looking to get a better understanding of the law.*

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### **THE ARMORED SAINT**

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*Tor.com "Cole weaves a fantasy world that feels comfortably familiar, then goes to places you'd never expect. You won't stop turning pages until the stunning finish." —Peter V. Brett Myke Cole, star of CBS's Hunted and author of the Shadow Ops series, debuts the Sacred Throne epic fantasy trilogy with The Armored Saint, a story of religious tyrants, arcane war-machines, and underground resistance that will enthrall epic fantasy readers of all ages. In a world where any act of magic could open a portal to hell, the Order insures that no wizard will live to summon devils, and will kill as many innocent people as they must to prevent that greater horror. After witnessing a horrendous slaughter, the village girl Heloise opposes the Order, and risks bringing their wrath down on herself, her family, and her village. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

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### **THE COMPLETE MALAZAN BOOK OF THE FALLEN**

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*Tor Books All ten volumes of New York Times bestselling author Steven Erikson's epic fantasy series featuring vast legions of gods, mages, humans, and dragons battling for destiny of the Malazan Empire are collected together in one e-Book bundle. In this epic fantasy series, Erikson draws on his twenty years of experience as an anthropologist and archaeologist, as well as his expert storytelling skills. The Complete Malazan Book of the Fallen includes: Gardens of the Moon Deadhouse Gates Memories of Ice House of Chains Midnight Tides The Bonehunters Reaper's Gale Toll the Hounds Dust of Dreams The Crippled God At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*