

## Senlin Ascends Book One Of The Books Of Babel

Nominated for the Hugo Award for Best Novel 2018 Nominated for the Nebula Award for Best Novel 2018 In this Hugo nominated science fiction thriller by Mur Lafferty, a crew of clones awakens aboard a space ship to find they're being hunted-and any one of them could be the killer. Maria Arena awakens in a cloning vat streaked with drying blood. She has no memory of how she died. This is new; before, when she had awakened as a new clone, her first memory was of how she died. Maria's vat is one of seven, each one holding the clone of a crew member of the starship Dormire, each clone waiting for its previous incarnation to die so it can awaken. And Maria isn't the only one to die recently... Unlock the bold new science fiction thriller that Corey Doctorow calls Mur's "breakout book". A legendary serial killer stalks the streets of a fantastical city in *The Helm of Midnight*, the stunning first novel in a new trilogy from acclaimed author Marina Lostetter. In a daring and deadly heist, thieves have made away with an artifact of terrible power—the death mask of Louis Charbon. Made by a master craftsman, it is imbued with the spirit of a monster from history, a serial murderer who terrorized the city. Now Charbon is loose once more, killing from beyond the grave. But these murders are different from before, not simply random but the

work of a deliberate mind probing for answers to a sinister question. It is up to Krona Hirvath and her fellow Regulators to enter the mind of madness to stop this insatiable killer while facing the terrible truths left in his wake. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**STEP UP TO THE GATES** After years in the wilds, Lenk and his companions have come to the city that serves as the world's beating heart. The great charnel house where men die surer than any wilderness. They've come to claim payment for creatures slain, blood spilled at the behest of a powerful holy man. And Lenk has come to lay down his sword for good. But this is no place to escape demons. Thomas Senlin and his crew of outcasts have been separated, and now they must face the dangers of the labyrinthine tower on their own in this third book in the word-of-mouth phenomenon fantasy series. "One of my favorite books of all time." - Mark Lawrence on *Senlin Ascends* Fearing an uprising, the Sphinx sends Senlin to investigate a plot that has taken hold in the ringdom of Pelphia. Alone in the city, Senlin infiltrates a bloody arena where hods battle for the public's entertainment. But his investigation is quickly derailed by a gruesome crime and an unexpected reunion. Posing as a noble lady and her handmaid, Voleta and Iren attempt to reach Marya, who is isolated by her fame. While navigating the

court, Voleta attracts the unwanted attention of a powerful prince whose pursuit of her threatens their plan. Edith, now captain of the Sphinx's fierce flagship, joins forces with a fellow wakeman to investigate the disappearance of a beloved friend. She must decide who to trust as her desperate search brings her nearer to the Black Trail where the hods climb in darkness and whisper of the Hod King. As Senlin and his crew become further dragged in to the conspiracies of the Tower, everything falls to one question: Who is The Hod King? The Books of Babel: Senlin Ascends Arm of the Sphinx The Hod King

Davian has won a victory for the Augurs, but treachery surrounds him and his allies on all sides in the second book of the acclaimed Licanus Trilogy, in which "fans of Robert Jordan and Brandon Sanderson will find much to admire." (The Guardian) Following a devastating attack, an amnesty has been declared for all Augurs -- finally allowing them to emerge from hiding and openly oppose the dark forces massing against the land of Andarra. The Augur Davian and his new allies hurry north toward the ever-weakening Boundary, but fresh horrors along their path suggest that their reprieve may have come far too late. The new Northwarden, his ally in the Capital, contends with assassins and politicians and uncovers a dangerous secret. Meanwhile, their compatriot Asha begins a secret investigation into the disappearance of the Shadows. And Caeden races against

time to fulfill a treacherous bargain, but as more and more of his memories return, he begins to realize that the two sides in this ancient war may not be as clear-cut as they first seemed. . .

Set in an alternate nineteenth century, muskets and magic are weapons to be feared in the first “spectacular epic” (Fantasy Book Critic) in Django Wexler’s Shadow Campaigns series. Captain Marcus d’Ivoire, commander of one of the Vordanai empire’s colonial garrisons, was serving out his days in a sleepy, remote outpost—until a rebellion left him in charge of a demoralized force clinging to a small fortress at the edge of the desert. To flee from her past, Winter Ihernglass masqueraded as a man and enlisted as a ranker in the Vordanai Colonials, hoping only to avoid notice. But when chance sees her promoted to command, she must lead her men into battle against impossible odds. Their fate depends on Colonel Janus bet Vhalnich. Under his command, Marcus and Winter feel the tide turning and their allegiance being tested. For Janus’s ambitions extend beyond the battlefield and into the realm of the supernatural—a realm with the power to reshape the known world and change the lives of everyone in its path.

Palm Beach. A prominent high-society matron - who happens to be a fierce supporter of the President and founding member of the POTUSSIES - has gone

missing at a swank gala. When the wealthy dowager Kiki Pew Fitzsimmons is later found dead in a concrete grave, panic and chaos erupt. The President immediately declares that Kiki Pew was the victim of rampaging immigrant hordes. This, as it turns out, is far from the truth. Meanwhile, a bizarre discovery in the middle of the road brings the First Lady's motorcade to a grinding halt (followed by some grinding between the First Lady and a lovestruck Secret Service agent). Enter Angie Armstrong, wildlife wrangler extraordinaire, who arrives at her own conclusions after she is summoned to the posh island to deal with a mysterious and impolite influx of huge, hungry pythons ...

In 1944, as waves of German ninjas parachute into Kent, Britain's best hopes for victory lie with a Spitfire pilot codenamed 'Ack-Ack Macaque.' The trouble is, Ack-Ack Macaque is a cynical, one-eyed, cigar-chomping monkey, and he's starting to doubt everything, including his own existence. A century later, in a world where France and Great Britain merged in the late 1950s and nuclear-powered Zeppelins circle the globe, ex-journalist Victoria Valois finds herself drawn into a deadly game of cat and mouse with the man who butchered her husband and stole her electronic soul. Meanwhile, in Paris, after taking part in an illegal break-in at a research laboratory, the heir to the British throne goes on the run. And all the while, the doomsday clock ticks towards Armageddon.

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Senlin continues his ascent up the tower in the word-of-mouth phenomenon fantasy series about one man's dangerous journey through a labyrinthine world. "One of my favorite books of all time" - Mark Lawrence on Senlin Ascends The Tower of Babel is proving to be as difficult to reenter as it was to break out of. Forced into a life of piracy, Senlin and his eclectic crew are struggling to survive aboard their stolen airship as the hunt to rescue Senlin's lost wife continues. Hopeless and desolate, they turn to a legend of the Tower, the mysterious Sphinx. But help from the Sphinx never comes cheaply, and as Senlin knows, debts aren't always what they seem in the Tower of Babel. Time is running out, and now Senlin must choose between his friends, his freedom, and his wife. Does anyone truly escape the Tower? The Books of Babel Senlin Ascends Arm of the Sphinx The Hod King

From NYT bestselling author Gail Carriger comes a witty adventure about a young woman with rare supernatural abilities travels to India for a spot of tea and adventure and finds she's bitten off more than she can chew. When Prudence Alessandra Maccon Akeldama ("Rue" to her friends) is bequeathed an unexpected dirigible, she does what any sensible female under similar circumstances would do -- she christens it the Spotted Custard and floats off to India. Soon, she stumbles upon a plot involving local dissidents, a kidnapped brigadier's wife, and some awfully familiar Scottish werewolves. Faced with a dire crisis (and an embarrassing lack of bloomers), Rue must rely on her good breeding -- and her metanatural abilities -- to get to the bottom of it all... The Custard Protocol Prudence Imprudence Competence Reticence For more from Gail Carriger, check out: The Parasol Protectorate

Soulless Changeless Blameless Heartless Timeless Finishing School (YA) Etiquette & Espionage  
Curtseys & Conspiracies Waistcoats & Weaponry Manners & Mutiny

"As Marat's siege engine bores through the Tower, erupting inside ringdoms and leaving chaos in its wake, Senlin can do nothing but observe the mayhem from inside the belly of the beast. Caught in a charade, Senlin desperately tries to sabotage the rampaging Hod King. Marat's objective is increasingly clear: the leader of the zealots is bound for the Sphinx's lair and the unimaginable power it contains. In the city under glass at the Tower's summit, Adam is welcomed into the home of the sparking men. There he meets Ida Allod. A woman who mysteriously seems to know his entire life's story. Adam soon discovers that the whole city knows his name, and as he unravels the reasons why, he'll find that Ida has a grim purpose for him in mind. Aboard the State of Art, Edith and her crew are adjusting to the reality that Voleta has awoken from death changed. She seems to share more in common with the Red Hand now than her former self. While Edith wars for the soul of the young woman, a crisis looms. They will have to face Marat on unequal footing, even as they struggle to reunite with Senlin. And when the Bridge of Babel is finally opened, and the Brick Layer's true ambition revealed, neither they nor the Tower will ever be the same again"--

Miles Cameron weaves a tale of magic and depravity in the sequel to *The Red Knight*. Loyalty costs money. Betrayal, on the other hand, is free. When the Emperor is taken hostage, the Red Knight and his men find their services in high demand -- and themselves surrounded by enemies. The country is in revolt, the capital city is besieged and any victory will be hard won. But the Red Knight has a plan. The question is, can he negotiate the political, magical, real and romantic battlefields at the same time -- especially when he intends to be victorious on them all?

'A masterfully crafted, brutally compelling Norse-inspired epic' Anthony Ryan **THE GREATEST**

SAGAS ARE WRITTEN IN BLOOD. A century has passed since the gods fought and drove themselves to extinction. Now only their bones remain, promising great power to those brave enough to seek them out. As whispers of war echo across the land of Vigrið, fate follows in the footsteps of three warriors: a huntress on a dangerous quest, a noblewoman pursuing battle fame, and a thrall seeking vengeance among the mercenaries known as the Bloodsworn. All three will shape the fate of the world as it once more falls under the shadow of the gods. Set in a brand-new, Norse-inspired world, and packed with myth, magic and bloody vengeance, *The Shadow of the Gods* begins an epic new fantasy saga from bestselling author John Gwynne. Further praise for *The Shadow of the Gods* 'Visceral, heart-breaking and unputdownable' Jay Kristoff 'A satisfying and riveting read. The well-realised characters move against a backdrop of a world stunning in its immensity. It's everything I've come to expect from a John Gwynne book' Robin Hobb 'A masterclass in storytelling . . . epic, gritty fantasy with an uncompromising amount of heart' FanFiAddict 'Quintessential Gwynne honed to perfection . . . *The Shadow of the Gods* is absolutely stunning, one hell of an epic series opener and a spectacular dose of Viking-flavoured fantasy' The Tattooed Book Geek 'Reminds me of all that I love in the fantasy genre. *The Shadow of the Gods* is an action-packed cinematic read' Fantasy Hive Set in a world of goblin wars, stag-sized battle ravens, and assassins who kill with deadly tattoos, Christopher Buehlman's *The Blacktongue Thief* begins a 'dazzling' (Robin Hobb) fantasy adventure unlike any other. Kinch Na Shannack owes the Takers Guild a small fortune for his education as a thief, which includes (but is not limited to) lock-picking, knife-fighting, wall-scaling, fall-breaking, lie-weaving, trap-making, plus a few small magics. His debt has driven him to lie in wait by the old forest road, planning to rob the next traveler that crosses his path.

But today, Kinch Na Shannack has picked the wrong mark. Galva is a knight, a survivor of the brutal goblin wars, and handmaiden of the goddess of death. She is searching for her queen, missing since a distant northern city fell to giants. Unsuccessful in his robbery and lucky to escape with his life, Kinch now finds his fate entangled with Galva's. Common enemies and uncommon dangers force thief and knight on an epic journey where goblins hunger for human flesh, krakens hunt in dark waters, and honor is a luxury few can afford. "The Blacktongue Thief is fast and fun and filled with crazy magic. I can't wait to see what Christopher Buehlman does next." - Brent Weeks, New York Times bestselling author of the Lightbringer series At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The incredible final book in the phenomenon fantasy series described as "future classics" follows one man's dangerous journey through a labyrinthine world and the mysteries he uncovers along the way (Los Angeles Times). As Marat's siege engine bores through the Tower, erupting inside ringdoms and leaving chaos in its wake, Senlin can do nothing but observe the mayhem from inside the belly of the beast. Caught in a charade, Senlin desperately tries to sabotage the rampaging Hod King, even as Marat's objective grows increasingly clear. The leader of the zealots is bound for the Sphinx's lair and the unimaginable power it contains. In the city under glass at the Tower's summit, Adam discovers a utopia where everyone inexplicably knows the details of his past. As Adam unravels the mystery of his fame, he soon discovers the crowning ringdom conceals a much darker secret. Aboard the State of Art, Edith and her crew adjust to the reality that Voleta has awoken from death changed. She seems to share more in common with the Red Hand now than her former self.

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While Edith wars for the soul of the young woman, a greater crisis looms: They will have to face Marat on unequal footing and with Senlin caught in the crossfire. And when the Bridge of Babel is finally opened, and the Brick Layer's true ambition revealed, neither they nor the Tower will ever be the same again. Also by Josiah Bancroft: The Books of Babel Senlin Ascends Arm of the Sphinx The Hod King The Fall of Babel

'High energy, highly unique, swashbuckling-cop-epic-noir story. Buy it. BUY IT NOW' Sam Sykes The Greatcoats are back - and this time it's personal. How do you kill a Saint? Falcio, Brasti and Kest are about to find out, as someone is doing just that, and they've started with a friend. The Dukes were already looking for ways to weasel out of their promise to put Aline on her father's throne - but with Saints turning up dead, and Church Inquistitors pushing for control - rumours are spreading that the Gods themselves oppose her ascension. The only way Falcio can stop the country turning into a vicious theocracy is to find and stop the Saint-killer - but his only clue is the iron mask encasing the head of the Saint of Mercy, which prevents her from speaking. And even if he can find the murderer, he will still have to face them in battle - and this may be a duel that no swordsman, no matter how skilled, can win.

"[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 new epic fantasy trilogy about a young nation at odds with with the ancient

forces that have begun to stir as fortune seekers and sorcerers flock to the frontier. Set in of Brian McClellan's Powder Mage trilogy. A world on the cusp of a new age... The young nation of Fatrasta is a turbulent place -- a frontier destination for criminals, fortune-hunters, brave settlers, and sorcerers seeking relics of the past. Only the iron will of the lady chancellor and her secret police holds the capital city of Landfall together against the unrest of an oppressed population and the machinations of powerful empires. Sedition is a dangerous word... The insurrection that threatens Landfall must be purged with guile and force, a task which falls on the shoulders of a spy named Michel Bravis, convicted war hero Mad Ben Styke, and Lady Vlora Flint, a mercenary general with a past as turbulent as Landfall's present. The past haunts us all... As loyalties are tested, revealed, and destroyed, a grim specter as old as time has been unearthed in this wild land, and the people of Landfall will soon discover that rebellion is the least of their worries. For more from Brian McClellan, check out: The Powder Mage Trilogy Promise of Blood The Crimson Campaign The Autumn Republic

Debut fantasy author Celine Kiernan spins a gothic tale of intrigue, adventure, and romance about a girl who defies a kingdom. When young Wynter Moorehawke returns to court with her dying father, but she finds her old home

shadowed with fear. The king has become a violent despot, terrorizing those he once loved. His son and heir Alberon has fled into exile and now there are whispers everywhere of rebellion. Meanwhile, Alberon's half-brother Razi has been elevated to his throne. He struggles to meet his King's demands while remaining loyal to his beloved brother and to his friend-Wynter. Now, she must choose- her father or her dreams, her friend or her king, her duty... or her love. 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

Dreamland is a postcard from a future Britain that's closer than we think.

An epic fantasy like no other, Adrian Selby's debut takes an unblinking look at the price we pay for our pasts, the art of war and the people who make it their business. Enter a violent world of revenge and bloody combat with characters you'll never forget. They called them Kailen's Twenty, a legendary band of ruthless mercenaries who gave no quarter. Living only by the code of steel, blood and coin, and aided by fightbrews that gave them the edge in battle, whoever met their price won. Now, broken up and seemingly forgotten, they are being hunted down, one by one. Drawn from multiple accounts compiled by a scholar investigating the legendary group's demise, who is also the son of one of the Twenty, *Snakewood* is fantasy at its most inventive and rewarding.

"This grim and immersive thriller delivers suspense in the dark."--Kirkus Reviews, starred review

Shara Komayd, once Prime Minister of Saypur, has been assassinated. News travels fast and far, even to a remote logging town somewhere northwest of Bulikov, where the silent, shaven-headed Dreyling worker 'Bjorn' picks up the newspaper and walks out. He is shocked and grieved and furious; he's been waiting thirteen years for Shara, his closest friend, to reach out to him - to tell him to come home. He's always believed she was running a long operation, that there would be a role for him at the right time. Now he has no one else in his life, and

nothing to live for - except to find the people who did this. Sigrud wasn't there for the death of his daughter Signe, and he wasn't there when Shara was murdered. Now Bjorn is dead and Sigrud is back. And he will find answers, for Shara, and for himself. He's made a promise ...

Neil Gaiman meets Joe Hill in this astonishingly original, terrifying, and darkly funny contemporary fantasy.

In this World Fantasy Award-winning novel of magic and kungfu, four siblings battle rival clans for honor and power in an Asia-inspired fantasy metropolis. \*Named one of TIME's Top 100 Fantasy Books Of All Time ?\* World Fantasy Award for Best Novel, winner Jade is the lifeblood of the island of Kekon. It has been mined, traded, stolen, and killed for -- and for centuries, honorable Green Bone warriors like the Kaul family have used it to enhance their magical abilities and defend the island from foreign invasion. Now, the war is over and a new generation of Kauls vies for control of Kekon's bustling capital city. They care about nothing but protecting their own, cornering the jade market, and defending the districts under their protection. Ancient tradition has little place in this rapidly changing nation. When a powerful new drug emerges that lets anyone -- even foreigners -- wield jade, the simmering tension between the Kauls and the rival Ayt family erupts into open violence. The outcome of this clan war will determine the fate of all Green Bones -- and of Kekon itself. Praise for Jade City: "An epic drama reminiscent of the best classic Hong Kong gangster films but set in a fantasy metropolis so gritty and well-imagined that you'll forget you're reading a book." --Ken Liu, Hugo, Nebula, and World Fantasy Award-winning author "A beautifully realized setting, a great

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cast of characters, and dramatic action scenes. What a fun, gripping read!" --Ann Leckie, Hugo, Nebula, and Arthur C. Clarke Award-winning author "An instantly absorbing tale of blood, honor, family and magic, spiced with unexpectedly tender character beats." --NPR The Green Bone Saga Jade City Jade War Jade Legacy

The first book in the word-of-mouth phenomenon debut fantasy series about one man's dangerous journey through a labyrinthine world. "One of my favorite books of all time" - Mark Lawrence The Tower of Babel is the greatest marvel in the world. Immense as a mountain, the ancient Tower holds unnumbered kingdoms, warring and peaceful, stacked one on the other like the layers of a cake. It is a world of geniuses and tyrants, of luxury and menace, of unusual animals and mysterious machines. Soon after arriving for his honeymoon at the Tower, the mild-mannered headmaster of a small village school, Thomas Senlin, gets separated from his wife, Marya, in the overwhelming swarm of tourists, residents, and miscreants. Senlin is determined to find Marya, but to do so he'll have to navigate madhouses, ballrooms, and burlesque theaters. He must survive betrayal, assassins, and the illusions of the Tower. But if he hopes to find his wife, he will have to do more than just endure. This quiet man of letters must become a man of action. The Books of Babel Senlin Ascends Arm of the Sphinx Better to die sharp in war than rust through a time of peace. A mother struggling to repress her violent past, A son struggling to grasp his violent future, A father blind to the danger that threatens them all. When the winds of war reach their peninsula, will the Matsuda family have the strength to defend their empire? Or will they tear each other apart before the true enemies even reach their shores? High on a mountainside at the edge of the Kaigenese Empire live the most powerful warriors in the world, superhumans capable of raising the sea and wielding

blades of ice. For hundreds of years, the fighters of the Kusanagi Peninsula have held the Empire's enemies at bay, earning their frozen spit of land the name 'The Sword of Kaigen.' Born into Kusanagi's legendary Matsuda family, fourteen-year-old Mamoru has always known his purpose: to master his family's fighting techniques and defend his homeland. But when an outsider arrives and pulls back the curtain on Kaigen's alleged age of peace, Mamoru realizes that he might not have much time to become the fighter he was bred to be. Worse, the empire he was bred to defend may stand on a foundation of lies. Misaki told herself that she left the passions of her youth behind when she married into the Matsuda house. Determined to be a good housewife and mother, she hid away her sword, along with everything from her days as a fighter in a faraway country. But with her growing son asking questions about the outside world, the threat of an impending invasion looming across the sea, and her frigid husband grating on her nerves, Misaki finds the fighter in her clawing its way back to the surface. Senlin continues his ascent up the tower in the word-of-mouth phenomenon fantasy series about one man's dangerous journey through a labyrinthine world. "One of my favorite books of all time" - Mark Lawrence on Senlin Ascends The Tower of Babel is proving to be as difficult to reenter as it was to break out of. Forced into a life of piracy, Senlin and his eclectic crew are struggling to survive aboard their stolen airship as the hunt to rescue Senlin's lost wife continues. Hopeless and desolate, they turn to a legend of the Tower, the mysterious Sphinx. But help from the Sphinx never comes cheaply, and as Senlin knows, debts aren't always what they seem in the Tower of Babel. Time is running out, and now Senlin must choose between his friends, his freedom, and his wife. Does anyone truly escape the Tower? The Books of Babel Senlin Ascends Arm of the Sphinx

A vivid coming-of-age story that explores the struggles of chronic anxiety and self-doubt within a richly-detailed fantasy setting. Ronoah Genoveffa despairs of fulfilling his spiritual identity, until he begins a cross-continental pilgrimage with an otherworldly mentor. Immersive worldbuilding and mythology meet visceral emotional case study.

For the first time in its one-hundred-and-twenty-five-year history, the Arthur Conan Doyle Estate has authorized a new Sherlock Holmes novel. Once again, *THE GAME'S AFOOT...* London, 1890. 221B Baker St. A fine art dealer named Edmund Carstairs visits Sherlock Holmes and Dr John Watson to beg for their help. He is being menaced by a strange man in a flat cap - a wanted criminal who seems to have followed him all the way from America. In the days that follow, his home is robbed, his family is threatened. And then the first murder takes place. Almost unwillingly, Holmes and Watson find themselves being drawn ever deeper into an international conspiracy connected to the teeming criminal underworld of Boston, the gaslit streets of London, opium dens and much, much more. And as they dig, they begin to hear the whispered phrase-the House of Silk-a mysterious entity that connects the highest levels of government to the deepest depths of criminality. Holmes begins to fear that he has uncovered a conspiracy that threatens to tear apart the very fabric of society. The Arthur Conan Doyle Estate chose the celebrated, #1 New York Times bestselling author Anthony Horowitz to write *The House of Silk* because of his proven ability to tell a transfixing story and for his passion for all things Holmes. Destined to become an instant classic, *The House of Silk* brings Sherlock Holmes back with all the nuance, pacing, and almost superhuman powers of analysis and deduction that made him the world's greatest detective, in a case depicting events too shocking, too monstrous to ever appear in print...until now.

Jen Williams, acclaimed author of The Copper Cat trilogy, featuring THE COPPER PROMISE, THE IRON GHOST and THE SILVER TIDE, returns with the first in a blistering new trilogy. 'An original new voice in heroic fantasy' Adrian Tchaikovsky The great city of Eboria once glittered with gold. Now its streets are stalked by wolves. Tormalin the Oathless has no taste for sitting around waiting to die while the realm of his storied ancestors falls to pieces - talk about a guilt trip. Better to be amongst the living, where there are taverns full of women and wine. When eccentric explorer, Lady Vincenza 'Vintage' de Grazon, offers him employment, he sees an easy way out. Even when they are joined by a fugitive witch with a tendency to set things on fire, the prospect of facing down monsters and retrieving ancient artefacts is preferable to the abomination he left behind. But not everyone is willing to let the Eboran empire collapse, and the adventurers are quickly drawn into a tangled conspiracy of magic and war. For the Jure'lia are coming, and the Ninth Rain must fall...

"Excellent. One of the most interesting and original fantasy worlds I've seen in years." —Adrian Tchaikovsky, Arthur C. Clarke Award-winning author A brilliantly imagined saga of honor, glory, and warfare, The Bone Ships is the epic launch of a new series from British Fantasy Award winner, RJ Barker. \*British Fantasy Award for Best Fantasy Novel, winner Two nations at war. One prize beyond compare. For generations, the Hundred Isles have built their ships from the bones of ancient dragons to fight an endless war. The dragons disappeared, but the battles for supremacy persisted. Now, the first dragon in centuries has been

spotted in far-off waters, and both sides see a chance to shift the balance of power in their favor. Because whoever catches it will win not only glory but the war. Praise for *The Bone Ships*: "Brilliant." —Robin Hobb "A vividly realized high-seas epic that pulls you deep into its world and keeps you tangled there until the very last word." —Evan Winter, author of *The Rage of Dragons* "Excellent. Aside from the standout writing, it's one of the most interesting and original fantasy worlds I've seen in years." —Adrian Tchaikovsky, Arthur C. Clarke Award-winning author *The Tide Child Trilogy* *The Bone Ships* *Call of the Bone Ships* *The Bone Ship's Wake* For more from RJ Barker, check out: *The Wounded Kingdom* *Age of Assassins* *Blood of Assassins* *King of Assassins*

"Combine equal parts of Stephen King's *Dark Tower* series and *Chine Miéville's* *Perdido Street Station*, throw in a dash of *Aubrey Beardsley* and *J.K. Huysmans*, and you'll get some idea of this disturbing, decadent first novel."—Publishers Weekly *Gwynn* and *Raule* are rebels on the run, with little in common except being on the losing side of a hard-fought war. *Gwynn* is a gunslinger from the north, a loner, a survivor . . . a killer. *Raule* is a wandering surgeon, a healer who still believes in just—and lost—causes. Bound by a desire to escape the ghosts of the past, together they flee to the teeming city of *Ashamoil*, where *Raule* plies her trade among the desperate and destitute, and *Gwynn* becomes bodyguard and

assassin for the household of a corrupt magnate. There, in the saving and taking of lives, they find themselves immersed in a world where art infects life, dream and waking fuse, and splendid and frightening miracles begin to bloom . . . “The plot, with its stories-within-stories and its offhand descriptions of wonders and prodigies, brings to mind the works of Italo Calvino and Jorge Luis Borges.”—Locus

Six of Crows meets Graceling with a dash of Winter is Coming in Katy Rose Pool's second installment of the action-packed and swoon-worthy Age of Darkness series--As the Shadow Rises. "As the Shadow Rises solidifies Katy Rose Pool's status as one of the best fantasy writers of the 21st century."

—Popsugar The Last Prophet has been found, yet he sees destruction ahead. In this sequel to the critically-acclaimed There Will Come a Darkness, kingdoms have begun to fall to a doomsday cult, the magical Graced are being persecuted, and an ancient power threatens to break free. But with the world hurtling toward its prophesized end, Anton's haunting vision reveals the dangerous beginnings of a plan to stop the Age of Darkness. As Jude, Keeper of the Order of the Last Light, returns home in disgrace, his quest to aid the Prophet is complicated by his growing feelings for Anton. Meanwhile, the assassin known as the Pale Hand will stop at nothing to find her undead sister before she dies for good, even if it

means letting the world burn. And in Nazirah, Hassan, the kingdom-less Prince, forms a risky pact to try to regain his throne. When the forces of light and darkness collide in the City of Mercy, old wounds are reopened, new alliances are tested, and the end of the world begins. The Age of Darkness trilogy is perfect for fans of Throne of Glass, Children of Blood and Bone, and An Ember in the Ashes. \* "Adventurous relic-hunting, mind-blowing twists, budding love, and terrible betrayals feature in this multiple-narrator, character-driven study of power, agency, and identity." —Kirkus Reviews, starred review Praise for There Will Come a Darkness "Reading this intricate YA fantasy, you get the feeling Katy Rose Pool's plot is always seven steps ahead of you. You'll want to catch up as quickly as possible." —Refinery 29

"Rich, expansive, and grounded in human truth...simply exquisite." —V. E. Schwab, New York Times bestselling author of the Shades of Magic series Even gods can be slain The Hokkaran empire has conquered every land within their bold reach—but failed to notice a lurking darkness festering within the people. Now, their border walls begin to crumble, and villages fall to demons swarming out of the forests. Away on the silver steppes, the remaining tribes of nomadic Qorin retreat and protect their own, having bartered a treaty with the empire, exchanging inheritance through the dynasties. It is up to two young warriors,

raised together across borders since their prophesied birth, to save the world from the encroaching demons. This is the story of an infamous Qorin warrior, Barsalayaa Shefali, a spoiled divine warrior empress, O Shizuka, and a power that can reach through time and space to save a land from a truly insidious evil. A crack in the wall heralds the end...two goddesses arm themselves...K Arsenault Rivera's *The Tiger's Daughter* is an adventure for the ages.

Following his beloved debut, *Traitor's Blade*, Sebastien de Castell returns with volume two of his fast-paced fantasy adventure series, inspired by the swashbuckling action and witty banter of *The Three Musketeers*. Knight's Shadow continues the series with a thrilling and dark tale of heroism and betrayal in a country crushed under the weight of its rulers' corruption. A few days after the horrifying murder of a duke and his family, Falcio val Mond, swordsman and First Cantor of the Greatcoats, begins a deadly pursuit to capture the killer. But Falcio soon discovers his own life is in mortal danger from a poison administered as a final act of revenge by one of his deadliest enemies. As chaos and civil war begin to overtake the country, Falcio has precious little time left to stop those determined to destroy his homeland.

"Mission Impossible, but with magic, dragons, and a series of heists that go from stealing a crown to saving the world" (David Dalglish). Master con artist Ardor

Benn and his crew of intrepid thieves are hired to pull off a series of wildly complex heists, from stealing a crown to saving the world, in this daring fantasy adventure. Liar. Thief. Legend. Ardor Benn is no ordinary thief. Rakish, ambitious, and master of wildly complex heists, he styles himself a Ruse Artist Extraordinaire. When a priest hires him for the most daring ruse yet, Ardor knows he'll need more than quick wit and sleight of hand. Assembling a dream team of forgers, disguisers, schemers, and thieves, he sets out to steal from the most powerful king the realm has ever known. But it soon becomes clear there's more at stake than fame and glory -- Ard and his team might just be the last hope for human civilization. Discover the start of an epic fantasy trilogy that begins with a heist and quickly explodes into a full-tilt, last ditch plan to save humanity. A darkly imaginative writer in the tradition of Joe Abercrombie, Peter V. Brett, and Neil Gaiman conjures a gritty mind-bending fantasy, set in a world where delusion becomes reality . . . and the fulfillment of humanity's desires may well prove to be its undoing. When belief defines reality, those with the strongest convictions—the crazy, the obsessive, the delusional—have the power to shape the world. And someone is just mad enough to believe he can create a god . . . Violent and dark, the world is filled with the Geisteskranken—men and women whose delusions manifest. Sustained by their own belief—and the beliefs of those

around them—they can manipulate their surroundings. For the High Priest Konig, that means creating order out of the chaos in his city-state, leading his believers to focus on one thing: helping a young man, Morgen, ascend to become a god. A god they can control. Trouble is, there are many who would see a god in their thrall, including the High Priest's own doppelgangers, a Slaver no one can resist, and three slaves led by possibly the only sane man left. As these forces converge on the boy, there's one more obstacle: time is running out. Because as the delusions become more powerful, the also become harder to control. The fate of the Geisteskranken is to inevitably find oneself in the Afterdeath. The question, then, is: Who will rule there?

MAGIC RULES. WE SERVE. In a darkly fantastical debut set in modern-day Britain, magic users control everything: wealth, politics, power—and you. If you're not one of the ultimate one-percenters—the magical elite—you owe them ten years of service. Do those years when you're old, and you'll never get through them. Do them young, and you'll never get over them. This is the darkly decadent world of Gilded Cage. In its glittering milieu move the all-powerful Jardines and the everyday Hadleys. The families have only one thing in common: Each has three children. But their destinies entwine when one family enters the service of the other. They will all discover whether any magic is more powerful than the

human spirit. Have a quick ten years. . . . Look for all three books in the mesmerizing Dark Gifts trilogy: GILDED CAGE • TARNISHED CITY • BRIGHT RUIN Praise for Gilded Cage “Beautifully characterised and compellingly plotted, Gilded Cage is an impressive debut.”—The Guardian “Exquisitely wicked . . . a lavishly opulent, yet brutally vivid, alternate England which subtly questions modern beliefs . . . If ever there was a speculative fiction book that captured the zeitgeist of an era this is it.”—SFFWorld “An alternate modern-day England where enticing drama and social unrest mix with aristocratic scandal and glamorous magic . . . conjuring up the specters of Les Misérables and Downton Abbey . . . an absorbing first installment that presages an intriguing new fantasy series.”—Kirkus Reviews “Gilded Cage is a heart-pounding combination of dark magic, political revolution, and forbidden romance that had me addicted from the first page!”—Danielle L. Jensen, USA Today bestselling author of The Malediction Trilogy “Devious and deliciously dark with lashings of magic, mystery, and mayhem, this juggernaut of a book will keep you hanging on by your fingernails until the very last page.”—Taran Matharu, New York Times bestselling author of the Summoner series “A dark and intriguing vision of an alternate, magic-drenched Britain, Gilded Cage kept me up long into the night.”—Aliette de Bodard, author of The House of Shattered Wings

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