

City Stairs Robert Jackson Bennett

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Libriomancer

In the Shadows of Men

Vaudeville: mad, mercenary, dreamy, and absurd, a world of clashing cultures and ferocious showmanship and wickedly delightful deceptions. But sixteen-year-old pianist George Carole has joined vaudeville for one reason only: to find the man he suspects to be his father, the great Heironomo Silenus. Yet as he chases down his father's troupe, he begins to understand that their performances are strange even for vaudeville: for wherever they happen to tour, the very nature of the world seems to change. Because there is a secret within Silenus's show so ancient and dangerous that it has won him many powerful enemies. And it's not until after he joins them that George realizes the troupe is not simply touring: they are running for their lives. And soon he is as well.

Foundryside

In the pitch dark, witty fantasy novella *Prosper's Demon*, K. J. Parker deftly creates a world with vivid, unbending rules, seething with demons, broken faith, and worse men. In a botched demonic extraction, they say the demon feels it ten times worse than the man. But they don't die, and we do. Equilibrium. The unnamed and morally questionable narrator is an exorcist with great follow-through and few doubts. His methods aren't delicate but they're undeniably effective: he'll get the demon out—he just doesn't particularly care what happens to the person. Prosper of Schanz is a man of science, determined to raise the world's first philosopher-king, reared according to the purest principles. Too bad he's demonically possessed. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Walled City

****Winner of the British Fantasy Award 2019 for Best Fantasy Novel**** From Jen Williams, highly-acclaimed author of the Copper Cat trilogy and three-time British Fantasy Award finalist, comes the second novel in the electrifying Winnowing Flame trilogy - the sequel to *The Ninth Rain*. Epic fantasy for fans of Robin Hobb

and Adrian Tchaikovsky. 'An absolute joy to read jam-packed with breath-taking inventiveness' James Oswald 'Incredible heroines incredible fantasy Escapism at its finest' Stylist The Ninth Rain has fallen. The Jure'lia are awake. Nothing can be the same again. Tormalin the Oathless and the fell-witch Noon have their work cut out rallying the first war-beasts to be born in Eboria for three centuries. But these are not the great winged warriors of old. Hatched too soon and with no memory of their past incarnations, these onetime defenders of Sarn can barely stop bickering, let alone face an ancient enemy who grow stronger each day. The key to uniting them, according to the scholar Vintage, may lie in a part of Sarn no one really believes exists - a distant island, mysteriously connected to the fate of two legendary Eborians who disappeared long ago. But finding it will mean a perilous journey in a time of war, while new monsters lie in wait for those left behind. Join the heroes of THE NINTH RAIN as they battle a terrible evil, the likes of which Sarn has never known. What readers are saying about THE BITTER TWINS: 'The sequel to the brilliant Ninth Rain kicks it up a notch with more action, scarier monsters and a more expansive story' 'Be ready for some great reveals and twists that may break your heart, but that will overall leave you fist pumping the air' 'The world building continues to blow my mind

Simantov

"[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

The Death House

A triumphant return to the world of City of Stairs. A generation ago, the city of Voortyashtan was the stronghold of the god of war and death, the birthplace of

fearsome supernatural sentinels who killed and subjugated millions. Now, the city's god is dead. The city itself lies in ruins. And to its new military occupiers, the once-powerful capital is a wasteland of sectarian violence and bloody uprisings. So it makes perfect sense that General Turyin Mulaghesh—foul-mouthed hero of the battle of Bulikov, rumored war criminal, ally of an embattled Prime Minister—has been exiled there to count down the days until she can draw her pension and be forgotten. At least, it makes the perfect cover story. The truth is that the general has been pressed into service one last time, dispatched to investigate a discovery with the potential to change the world—or destroy it. The trouble is that this old soldier isn't sure she's still got what it takes to be the hero.

The King's Evil (James Marwood & Cat Lovett, Book 3)

In a multi-world universe where people experience numerous lives before arriving in a gateway city to true death, former Manhattan resident Cooper arrives in the gateway city only to discover that it has been overrun by a spreading madness that threatens the entire metaverse. A first novel.

The Oversight

An atmospheric and intrigue-filled novel of dead gods, buried histories, and a mysterious, protean city—from one of America's most acclaimed young fantasy writers. The city of Bulikov once wielded the powers of the gods to conquer the world, enslaving and brutalizing millions—until its divine protectors were killed. Now Bulikov has become just another colonial outpost of the world's new geopolitical power, but the surreal landscape of the city itself—first shaped, now shattered, by the thousands of miracles its guardians once worked upon it—stands as a constant, haunting reminder of its former supremacy. Into this broken city steps Shara Thivani. Officially, the unassuming young woman is just another junior diplomat sent by Bulikov's oppressors. Unofficially, she is one of her country's most accomplished spies, dispatched to catch a murderer. But as Shara pursues the killer, she starts to suspect that the beings who ruled this terrible place may not be as dead as they seem—and that Bulikov's cruel reign may not yet be over.

Vigilance

Danielle Whiteshore, aka Cinderella, reveals what really happens after the "happily ever after" as she, along with Snow White and Sleeping Beauty, race against time to rescue her husband, Prince Armand, from the clutches of some of fantasyland's most nefarious villains. Original.

The Game is Not a Game

Daniel Cumberland's uneventful life as a freedman in Massachusetts ended the night he was kidnapped and sold into slavery. To then have his freedom restored by the very man who stole his beloved's heart is almost too much to bear. When he's offered entry into the Loyal League, the covert organization of spies who helped free him, Daniel seizes the opportunity to help take down the Confederacy and vent the rage that consumes him. When the Union Army occupies Janeta

Sanchez's small Florida town, her family's goodwill and ties to Cuba fail to protect her father from being unjustly imprisoned for treason. To ensure her father's release, Janeta is made an offer she can't refuse- spy for the Confederacy. Driven by a desire for vengeance and the hope of saving her family, she agrees to infiltrate the Loyal League as a double agent. Daniel is both aggravated and intrigued by the headstrong recruit. For the first time in months, he feels something other than anger, but a partner means being accountable, and Daniel's secret plan to settle a vendetta and strike a blow for the Union can be entrusted to no one. As Janeta and Daniel track Jefferson Davis on his tour of the South, their dual hidden missions are threatened by the ghosts of their pasts and a growing mutual attraction-that might be their only hope for the future.

The Waking Engine

Hugo winner Jim C. Hines's hilarious and clever Magic ex Libris series, where books come alive and libromancer Isaac Vainio combats magical threats that spring from the page Isaac Vainio is a Libromancer, a member of the secret organization founded five centuries ago by Johannes Gutenberg. Libromancers are gifted with the ability to magically reach into books and draw forth objects. When Isaac is attacked by vampires that leaked from the pages of books into our world, he barely manages to escape. To his horror, he discovers that vampires have been attacking other magic-users as well, and Gutenberg has been kidnapped. With the help of a motorcycle-riding dryad who packs a pair of oak cudgels, Isaac finds himself hunting the unknown dark power that has been manipulating humans and vampires alike. And his search will uncover dangerous secrets about Libromancy, Gutenberg, and the history of magic. . . .

The Grey Bastards

Gujaareh, the city of dreams, suffers under the imperial rule of the Kisuati Protectorate. A city where the only law was peace now knows violence and oppression. And nightmares: a mysterious and deadly plague haunts the citizens of Gujaareh, dooming the infected to die screaming in their sleep. Trapped between dark dreams and cruel overlords, the people yearn to rise up -- but Gujaareh has known peace for too long. Someone must show them the way. Hope lies with two outcasts: the first woman ever allowed to join the dream goddess' priesthood and an exiled prince who longs to reclaim his birthright. Together, they must resist the Kisuati occupation and uncover the source of the killing dreams before Gujaareh is lost forever. Dreamblood Duology
The Killing Moon
The Shadowed Sun
For more from N. K. Jemisin, check out: The Inheritance Trilogy
The Hundred Thousand Kingdoms
The Broken Kingdoms
The Kingdom of Gods
The Inheritance Trilogy (omnibus edition)
Shades in Shadow: An Inheritance Triptych (e-only short fiction)
The Awakened Kingdom (e-only novella)
The Broken Earth series
The Fifth Season
The Obelisk Gate

The Troupe

730. That's how many days I've been trapped.18. That's how many days I have left to find a way out. DAI, trying to escape a haunting past, traffics drugs for the most

ruthless kingpin in the Walled City. But in order to find the key to his freedom, he needs help from someone with the power to be invisible. JIN hides under the radar, afraid the wild street gangs will discover her biggest secret: Jin passes as a boy to stay safe. Still, every chance she gets, she searches for her lost sister. MEI YEE has been trapped in a brothel for the past two years, dreaming of getting out while watching the girls who try fail one by one. She's about to give up, when one day she sees an unexpected face at her window.. In this innovative and adrenaline-fueled novel, they all come together in a desperate attempt to escape a lawless labyrinth before the clock runs out.

The Bitter Twins (The Winnowing Flame Trilogy 2)

Ready Player One meets Stranger Things in this new novel by the bestselling author who George RR Martin describes as "an excellent writer." In January 1986, fifteen-year-old boy-genius Nick Hayes discovers he's dying. And it isn't even the strangest thing to happen to him that week. Nick and his Dungeons & Dragons-playing friends are used to living in their imaginations. But when a new girl, Mia, joins the group and reality becomes weirder than the fantasy world they visit in their weekly games, none of them are prepared for what comes next. A strange--yet curiously familiar--man is following Nick, with abilities that just shouldn't exist. And this man bears a cryptic message: Mia's in grave danger, though she doesn't know it yet. She needs Nick's help--now. He finds himself in a race against time to unravel an impossible mystery and save the girl. And all that stands in his way is a probably terminal disease, a knife-wielding maniac and the laws of physics. Challenge accepted.

The Girls at the Kingfisher Club

A study of “the hypocrisy of the game, capitalism, activism (a la Kaepernick), disrespect to female athletes, and who benefits from sports the most” (Electric Lit). Part play-by-play, part op-ed, *The Game Is Not a Game* is an illuminating and unflinching examination of the good and evil in the sports industry. Liberating and provocative, with sharp wit and generous humor, Jackson’s essays explore the role that sports plays in American society and the hypocritical standards by which the athletes are often judged. *The Game Is Not a Game* is distinctly intended to challenge accepted ideology and to push the boundaries of mainstream sports media beyond the comfort zone. Chapters expose “Our Miseducation of LeBron James,” “#ThemToo: The UnRespected Worth of the Woman Athlete,” the duplicity of the NFL in its treatment of Colin Kaepernick and the anthem protests, the cultural bias of analytics, and the power of social activism versus the power and politics of professional sports ownership—all from the sharp, savvy, and self-critical perspective of one of the leading voices for social justice in sports media. “Bristles with bracing and brutal insights that take no tea for the fever and offer no discount on truth or justice . . . an instant classic that reckons with the factors that make sports possible, and at the same time wrestles with the forces that make protest in sports necessary. *The Game Is Not a Game* is intersectional cultural analysis at its best!” —Michael Eric Dyson, *New York Times* bestselling author “Jackson’s work is not about scores; rather, he stresses that sports are a self-contained microcosm of society at large. A thought-provoking, unfailingly insightful book.” —Booklist

The City of Lost Fortunes

Navigate between myth and chaos in this “journey filled with peril, self-discovery, and terrifying moments” (Publishers Weekly, starred review). Sixteen-year-old Scotch struggles to fit in—at home she’s the perfect daughter, at school she’s provocatively sassy, and thanks to her mixed heritage, she doesn’t feel she belongs with the Caribbeans, whites, or blacks. And even more troubling, lately her skin is becoming covered in a sticky black substance that can’t be removed. While trying to cope with this creepiness, she goes out with her brother—and he disappears. A mysterious bubble of light just swallows him up, and Scotch has no idea how to find him. Soon, the Chaos that has claimed her brother affects the city at large, until it seems like everyone is turning into crazy creatures. Scotch needs to get to the bottom of this supernatural situation ASAP before the Chaos consumes everything she’s ever known—and she knows that the black shadowy entity that’s begun trailing her every move is probably not going to help. A blend of fantasy and Caribbean folklore, at its heart this tale is about identity and self acceptance—because only by acknowledging her imperfections can Scotch hope to save her brother.

Never Die

Women disappear from streets, clubs, and rooftops leaving the police dazed and confused. The mystical Soothsayer Task Force must use their special skills to divine the truth and solve the mystery. When detective Mazzy Simantov is called up to investigate the case of a missing girl, little does she know it is linked to a series of other mysterious disappearances of women. She is forced to partner with Yariv, her one-time lover and sometimes-colleague, but as the investigation continues, otherworldly clues begin to appear at the crime scenes, including a black feather unlike that of any bird. As the clues mount, it becomes clear that an apocalypse is looming, as Heaven's secret orders threaten to collide in a head-on war that imperils everyone on Earth. Can Mazzy and Yariv come together to save the world from being torn apart? This is the English translation from the original Hebrew text, translated by Marganit Weinberger-Rotman. File Under: Fantasy [Bad Omens | Angels & Humans | Apocalypse Now | Big Guns]

City of Stairs

THE SECOND BOOK IN MIRA GRANT'S TERRIFYING PARASITOLOGY SERIES. THE ENEMY IS INSIDE US. The SymboGen designed tapeworms were created to relieve humanity of disease and sickness. But the implants in the majority of the world's population began attacking their hosts, turning them into a ravenous horde. Now those who do not appear to be afflicted are being gathered for quarantine as panic spreads, but Sal and her companions must discover how the tapeworms are taking over their hosts, what their eventual goal is, and how they can be stopped. Parasitology Parasite Symbiont Chimera For more from Mira Grant, check out: Newsflesh Feed Deadline Blackout Newsflesh Short Fiction Apocalypse Scenario #683: The Box Countdown San Diego 2014: The Last Stand of the California Browncoats How Green This Land, How Blue This Sea The Day the Dead Came to Show and Tell Please Do Not Taunt the Octopus

The Divine Cities Trilogy

As a magical revolution remakes a city, an ancient evil is awakened in a brilliant new novel from the Hugo-nominated author of *Foundryside* and the *Divine Cities* trilogy. A few years ago, Sancia Grado would've happily watched Tevanne burn. Now, she's hoping to transform her city into something new. Something better. Together with allies Orso, Gregor, and Berenice, she's about to strike a deadly blow against Tevanne's cruel robber-baron rulers and wrest power from their hands for the first time in decades. But then comes a terrifying warning: Crasedes Magnus himself, the first of the legendary hierophants, is about to be reborn. And if he returns, Tevanne will be just the first place to feel his wrath. Thousands of years ago, Crasedes was an ordinary man who did the impossible: Using the magic of scrying—the art of imbuing objects with sentience—he convinced reality that he was something more than human. Wielding powers beyond comprehension, he strode the world like a god for centuries, meting out justice and razing empires single-handedly, cleansing the world through fire and destruction—and even defeating death itself. Like it or not, it's up to Sancia to stop him. But to have a chance in the battle to come, she'll have to call upon a god of her own—and unlock the door to a scrying technology that could change what it means to be human. And no matter who wins, nothing will ever be the same. The awe-inspiring second installment of the *Founders Trilogy*, *Shorefall* returns us to the world Robert Jackson Bennett created in his acclaimed *Foundryside* . . . and forges it anew.

American Elsewhere

Do monsters wear underpants? Little Blue is certain they don't, and refuses to wear them after his night-time bath. On a mischievous chase through the neighborhood of monsters, with hilarious lift-the-flap moments, Little Blue discovers just which monsters do wear underpants—all while his mother tries to get him to wear his own. *Monsters Don't Wear Underpants* is a lift-the-flap board book for all ages, designed to entertain both the little tykes as well as the adults who read it to them.

Paris by the Book

A special omnibus edition, collecting all three books of Robert Jackson Bennett's acclaimed *Divine Cities* trilogy in a single volume. In a world where terrifying, capricious gods once walked the earth, enslaving and brutalizing millions, three unforgettable protagonists struggle to come to terms with the mysteries these divinities left behind—and to make sure these cruel masters do not rise again. In *City of Stairs*, an unassuming young woman named Shara Thivani arrives in Bulikov, the city that once wielded the powers of the gods to conquer the world. Officially, she is just another junior diplomat, dispatched by the city's new colonial masters; unofficially, she is one of her country's most accomplished spies, on a mission to solve a murder. As she pursues the killer, she begins to suspect that the gods who once guarded Bulikov are not as dead as they seem, and that the city's cruel reign may begin anew. In *City of Blades*, General Turin Mulaghesh—foul-mouthed hero of the battle of Bulikov, rumored war criminal, ally of an embattled prime minister—is pressed into service one last time, investigating a terrifying discovery in the city of Voortyashtan, once the stronghold of the god of war and

death. Voortyashtan's god is most certainly dead, but something is awakening in the city. And someone is determined to make the world tremble at the city's awful power once again. In *City of Miracles*, the formidable, seemingly unkillable Sigrud je Harkvaldsson returns from self-imposed exile on a mission of revenge, only to find himself embroiled in a battle that may be beyond even his abilities to win—a secret, decades-long war that will force him to confront the last mysteries of Bulikov, the city of miracles itself.

Mr. Shivers

It is the time of the Great Depression. Thousands have left their homes looking for a better life, a new life. But Marcus Connelly is not one of them. He searches for one thing, and one thing only: Revenge. Because out there, riding the rails, stalking the camps, is the scarred vagrant who murdered Connelly's daughter. One man must face a dark truth and answer the question - how much is he willing to sacrifice for his satisfaction?

The Company Man

From the critically-acclaimed author of *The Fionavar Tapestry* comes an epic fantasy novel of love, both courtly and forbidden, and two kingdoms endlessly opposed. Blaise of Gorhaut is a warrior. He fought for his king and country, until the king died with an arrow in his eye at the battle of Iersen Bridge, and a dishonorable treaty ceded a good part of his country to foreign hands. He has broken relations with his father, adviser to the king of Gorhaut, and abandoned the use of his family name. Now, Blaise is a mercenary. He never expected to work for the lords of Arbonne, the warm, fertile lands south of Gorhaut, whose people praise the love of women—they even worship a goddess, instead of the god. They are a soft people, or so he thought. But for all their nonsense about love, their troubadours and songs, they will fight for their country, when invasion comes from the north.

One Word Kill

The fate of New Orleans rests in the hands of a wayward grifter in this novel of gods, games, and monsters. Jude Dubuisson knows things he shouldn't. He has the supernatural ability to find lost things, a gift passed down to him by the father he has never known—a father who was more than human. But so much was lost during Hurricane Katrina that it played havoc with Jude's magic, leaving him overwhelmed and cursed. Jude has been lying low since the waters receded, hiding from his own power, his divine former employer, and a debt owed to the fortune god of New Orleans. When the fortune god is murdered, Jude is drawn back into a world full of magic, monsters, and miracles—and a deep conspiracy that threatens the city's soul. As Jude investigates the fortune god's death before the killer can strike again, he discovers what his talent for lost things has always been trying to show him: what it means to be his father's son.

City of Blades

"The exciting beginning of a promising new epic fantasy series. Prepare for ancient

mysteries, innovative magic, and heart-pounding heists."--Brandon Sanderson
"Complex characters, magic that is tech and vice versa, a world bound by warring trade dynasties: Bennett will leave you in awe once you remember to breathe!"--Tamora Pierce
In a city that runs on industrialized magic, a secret war will be fought to overwrite reality itself--the first in a dazzling new series from City of Stairs author Robert Jackson Bennett. Sancia Grado is a thief, and a damn good one. And her latest target, a heavily guarded warehouse on Tevanne's docks, is nothing her unique abilities can't handle. But unbeknownst to her, Sancia's been sent to steal an artifact of unimaginable power, an object that could revolutionize the magical technology known as scrying. The Merchant Houses who control this magic--the art of using coded commands to imbue everyday objects with sentience--have already used it to transform Tevanne into a vast, remorseless capitalist machine. But if they can unlock the artifact's secrets, they will rewrite the world itself to suit their aims. Now someone in those Houses wants Sancia dead, and the artifact for themselves. And in the city of Tevanne, there's nobody with the power to stop them. To have a chance at surviving--and at stopping the deadly transformation that's under way--Sancia will have to marshal unlikely allies, learn to harness the artifact's power for herself, and undergo her own transformation, one that will turn her into something she could never have imagined.

The Stepsister Scheme

NATIONAL BESTSELLER A missing person, a grieving family, a curious clue: a half-finished manuscript set in Paris
Once a week, I chase men who are not my husband. . . . When eccentric novelist Robert Eady abruptly vanishes, he leaves behind his wife, Leah, their daughters, and, hidden in an unexpected spot, plane tickets to Paris. Hoping to uncover clues--and her husband--Leah sets off for France with her girls. Upon their arrival, she discovers an unfinished manuscript, one Robert had been writing without her knowledge . . . and that he had set in Paris. The Eady girls follow the path of the manuscript to a small, floundering English-language bookstore whose weary proprietor is eager to sell. Leah finds herself accepting the offer on the spot. As the family settles into their new Parisian life, they trace the literary paths of some beloved Parisian classics, including Madeline and The Red Balloon, hoping more clues arise. But a series of startling discoveries forces Leah to consider that she may not be ready for what solving this mystery might do to her family--and the Paris she thought she knew. Charming, haunting, and triumphant, Paris by the Book follows one woman's journey as she writes her own story, exploring the power of family and the magic that hides within the pages of a book.

Monsters Don't Wear Underpants

Named a Best Book of the Year by The Advocate and Tor.com A love story of two very real, unusual people, and a novel rich with wonders that shines a radically different light on society's marginal figures. Stitch by perfect stitch, Andrew Garvie makes exquisite dolls in the finest antique style. Like him, they are diminutive, but graceful, unique and with surprising depths. Perhaps that's why he answers the enigmatic personal ad in his collector's magazine. Letter by letter, Bramber Winters reveals more of her strange, sheltered life in an institution on Bodmin Moor, and the terrible events that put her there as a child. Andrew knows what it is

to be trapped; and as they knit closer together, he weaves a curious plan to rescue her. On his journey through the old towns of England he reads the fairytales of Ewa Chaplin—potent, eldritch stories which, like her lifelike dolls, pluck at the edges of reality and thread their way into his mind. When Andrew and Bramber meet at last, they will have a choice—to remain alone with their painful pasts or break free and, unlike their dolls, come to life.

Age of War

From the No.1 bestselling author of *The Ashes of London* and *The Fire Court* comes the next book in the phenomenally successful series following James Marwood at the time of King Charles II. A royal scandal In the Court of Charles II, it's a dangerous time to be alive - a wrong move may lead to disgrace, exile or death. The discovery of a body at the home of one of the highest courtiers in the land could therefore have catastrophic consequences. A shocking murder James Marwood, a traitor's son, is ordered to cover up the killing. But the dead man is known to Marwood - as is the most likely culprit, Cat Lovett. The stakes have never been higher Marwood is sure Cat is innocent so determines to discover the true murderer. But time is running out. If he makes a mistake, it could threaten the King himself Praise for Andrew Taylor 'One of the best historical crime writers today' *The Times* 'If you like C. J. Sansom, or Hilary Mantel, you'll love Andrew Taylor' Peter James 'Effortlessly authenticgrippingmoving and believable. An excellent work' C. J. Sansom 'This is historical crime fiction at its dazzling best' *Guardian* 'One of the best historical novelists around' *Sunday Times* 'A breathtakingly ambitious picture of an era' *Financial Times* 'A masterclass in writing for the genre' Ann Cleeves 'Andrew Taylor is one of our finest storytellers' Antonia Hodgson 'Vivid and compelling' *Observer* 'A novel filled with intrigue, duplicity, scandal and betrayal, whose author now vies with another master of the genre, C. J. Sansom' *Spectator* 'Taylor brings the 17th century to life so vividly that one can almost smell it' *Guardian* 'A most artful and delightful book, that will both amuse and chill' *Daily Telegraph*

The Shadowed Sun

“Dressed up in the thrill and sparkle of the Roaring Twenties, the classic fairy tale of ‘The Twelve Dancing Princesses’ has never been more engrossing or delightful. Valentine’s fresh, original style and choice of setting make this a fairy tale reimagining not to be missed” (*Library Journal*, starred review). Jo, the firstborn, “The General” to her eleven sisters, is the only thing the Hamilton girls have in place of a mother. She is the one who taught them how to dance, the one who gives the signal each night, as they slip out of the confines of their father’s Manhattan townhouse and into the cabs that will take them to the speakeasy. Together they elude their distant and controlling father, until the day he decides to marry them all off. The girls, meanwhile, continue to dance, from Salon Renaud to the Swan and, finally, the Kingfisher, the club they've come to call home. They dance until one night when they are caught in a raid, separated, and Jo is thrust face-to-face with someone from her past: a bootlegger named Tom whom she hasn’t seen in almost ten years. Suddenly Jo must balance not only the needs of her father and eleven sisters, but her own as well. With *The Girls at the Kingfisher Club*, award-winning writer Genevieve Valentine takes her superb storytelling gifts

to new heights, joining the leagues of such Jazz Age depictees as Amor Towles and Paula McLain, and penning a dazzling tale about love, sisterhood, and freedom.

An Unconditional Freedom

Toby's life was perfectly normal... until it was unravelled by something as simple as a blood test. Taken from his family, Toby now lives in the Death House; an out-of-time existence far from the modern world, where he, and the others who live there, are studied by Matron and her team of nurses. They're looking for any sign of sickness. Any sign of their wards changing. Any sign that it's time to take them to the sanatorium. No one returns from the sanatorium. Living in his memories of the past, Toby spends his days fighting his fear. But then a new arrival in the house shatters the fragile peace, and everything changes. Because everybody dies. It's how you choose to live that counts.

Symbiont

"Exciting, exhilarating, scary and moving in equal measure, The Oversight is a teeming world of dark deeds and dark magics, brilliantly realized." - M. R. Carey
"The end always happens faster than you think." Once there were hundreds of members of the Oversight, the brave souls who guard the borders between the mundane and the magic. Now there are only five. When a vagabond brings a screaming girl to the Oversight's London headquarters, she could answer their hopes for new recruit, or she could be the instrument of their downfall. The Oversight series
The Oversight
The Paradox
The Remnant

Prosper's Demon

Some places are too good to be true. Under a pink moon, there is a perfect little town not found on any map. In that town, there are quiet streets lined with pretty houses, houses that conceal the strangest things. After a couple years of hard traveling, ex-cop Mona Bright inherits her long-dead mother's home in Wink, New Mexico. And the closer Mona gets to her mother's past, the more she understands that the people of Wink are very, very different. From one of our most talented and original new literary voices comes the next great American supernatural novel: a work that explores the dark dimensions of the hometowns and the neighbors we thought we knew.

The Chaos

An epic fantasy by Hugo Award-winning author Matt Wallace about a utopian city with a dark secret...and the underdogs who will expose it, or die trying. They call them Savages. Brutal. Efficient. Expendable. The empire relies on them. The Savages are the greatest weapon they ever developed. Culled from the streets of their cities, they take the ones no one will miss and throw them, by the thousands, at the empire's enemies. If they live, they fight again. If they die, there are always more to take their place. Evie is not a Savage. She's a warrior with a mission: to find the man she once loved, the man who holds the key to exposing the secret of the Savage Legion and ending the mass conscription of the empire's poor and

wretched. But to find him, she must become one of them, to be marked in her blood, to fight in their wars, and to find her purpose. Evie will die a Savage if she has to, but not before showing the world who she really is and what the Savage Legion can really do.

Savage Legion

When 17-year-old Isaak finds an ancient coin among his missing father's possessions, it draws him into a conspiracy involving the Martian colonial government, a crazed scientist--and the Red Planet's distant past.

Fourth World

A bighearted dystopian novel about the corrosive effects of fear and the redemptive power of love. With soaring literary prose and the tense pacing of a thriller, the first-time novelist Peyton Marshall imagines a grim and startling future. At the end of the twenty-first century—in a transformed America—the sons of convicted felons are tested for a set of genetic markers. Boys who test positive become compulsory wards of the state—removed from their homes and raised on "Goodhouse" campuses, where they learn to reform their darkest thoughts and impulses. Goodhouse is a savage place—part prison, part boarding school—and now a radical religious group, the Holy Redeemer's Church of Purity, is intent on destroying each campus and purifying every child with fire. We see all this through the eyes of James, a transfer student who watched as the radicals set fire to his old Goodhouse and killed nearly everyone he'd ever known. In addition to adjusting to a new campus with new rules, James now has to contend with Bethany, a brilliant, medically fragile girl who wants to save him, and with her father, the school's sinister director of medical studies. Soon, however, James realizes that the biggest threat might already be there, inside the fortified walls of Goodhouse itself. Partly based on the true story of the nineteenth-century Preston School of Industry, Goodhouse explores questions of identity and free will—and what it means to test the limits of human endurance.

Goodhouse

Robert Jackson Bennett's *Vigilance* is a dark science fiction action parable from an America that has permanently surrendered to gun violence. The United States, 2030. John McDean executive produces "Vigilance," a reality game show designed to make sure American citizens stay alert to foreign and domestic threats. Shooters are introduced into a "game environment," and the survivors get a cash prize. The TV audience is not the only one that's watching though, and McDean soon finds out what it's like to be on the other side of the camera. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Song for Arbonne

Redemption's Blade

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*

The Dollmaker

The year is 1919. The McNaughton Corporation is the pinnacle of American industry. They built the guns that won the Great War before it even began. They built the airships that tie the world together. And, above all, they built Evesden—a shining metropolis, the best that the world has to offer. But something is rotten at the heart of the city. Deep underground, a trolley car pulls into a station with eleven dead bodies inside. Four minutes before, the victims were seen boarding at the previous station. Eleven men butchered by hand in the blink of an eye. All are dead. And all are union. Now, one man, Cyril Hayes, must fix this. There is a dark secret behind the inventions of McNaughton and with a war brewing between the executives and the workers, the truth must be discovered before the whole city burns. Caught between the union and the company, between the police and the victims, Hayes must uncover the mystery before it kills him.

Shorefall

Ein is on a mission from God. A God of Death. Time is up for the Emperor of Ten Kings and it falls to a murdered eight year old boy to render the judgement of a God. Ein knows he can't do it alone, but the empire is rife with heroes. The only problem; in order to serve, they must first die. Ein has four legendary heroes in mind, names from story books read to him by his father. Now he must find them and kill them, so he can bring them back to fight the Reaper's war.

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