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2020-11-11

BRAIDEN ATKINSON

Le Courier musical Voyager

"Fantasy as it ought to be written . . .

Robin Hobb's books are diamonds in a sea of zircons."—George R. R. Martin

FitzChivalry Farseer has become firmly ensconced in the queen's court. Along with his mentor, Chade, and the simpleminded yet strongly Skilled Thick,

Fitz strives to aid Prince Dutiful on a quest that could secure peace with the Outislands—and win Dutiful the hand of

the Narcheska Elliania. The Narcheska has set the prince an unfathomable task: to behead a dragon trapped in ice on the isle of Aslevjal. Yet not all the clans of the

Outislands support their effort. Are there darker forces at work behind Elliania's demand? Knowing that the Fool has

foretold he will die on the island of ice, Fitz plots to leave his dearest friend behind. But fate cannot so easily be defied. Praise

for Robin Hobb and Fool's Fate "[Robin] Hobb's rich, vibrant and unique world [is] filled with sentient ships, magical beasts,

and fascinating characters. . . . Highly recommended."—Library Journal "Rich, enchanting fantasy from one of today's best practitioners . . . reminiscent of

Ursula Le Guin's *The Other Wind* [and] Anne McCaffrey's *Pern* series."—BookPage

L'assassin du roi Del Rey Since Robin Hobb's debut novel took the fantasy world by storm, the adventures of her beloved assassin FitzChivalry Farseer have spawned a sweeping epic that spans more than a dozen books—and counting.

Discover the phenomenon from the beginning with this eBook bundle of the original trilogy: ASSASSIN'S APPRENTICE ROYAL ASSASSIN ASSASSIN'S QUEST

Young Fitz is the bastard son of the noble Prince Chivalry, raised in the shadow of the royal court by his father's gruff stableman. He is treated as an outcast by all the royalty except the devious King Shrewd, who has him secretly tutored in the arts of the assassin. For in Fitz's blood runs the magic Skill—and the darker knowledge of a child raised with the stable hounds and rejected by his family. As

barbarous raiders ravage the coasts, Fitz is growing to manhood. Soon he will face his first dangerous, soul-shattering mission. And though some regard him as a threat to the throne, he may just be the key to the survival of the kingdom. Praise for Robin Hobb and the Farseer Trilogy

"Fantasy as it ought to be written . . . Robin Hobb's books are diamonds in a sea of zircons."—George R. R. Martin "A gleaming debut in the crowded field of epic fantasies . . . a delightful take on the powers and politics behind the throne."—Publishers Weekly, on Assassin's

Apprentice "This is the kind of book you fall into, and start reading slower as you get to the end, because you don't want it to be over."—Steven Brust, on Assassin's

Apprentice "[Robin] Hobb continues to revitalize a genre that often seems all too generic, making it new in ways that range from the subtle to the shocking."—Locus, on Royal Assassin "[Royal Assassin] reaches astonishing new heights. . . . The Farseer saga is destined for greatness—a must-read for every devotee of epic fantasy."—Sense of Wonder "An

enthraling conclusion to this superb trilogy, displaying an exceptional combination of originality, magic, adventure, character, and drama."—Kirkus Reviews (starred review), on Assassin's Quest "Superbly written, wholly satisfying, unforgettable: better than any fantasy trilogy in print—including mine!"—Melanie Rawn, on Assassin's Quest

Fool's Fate Del Rey "An enthraling conclusion to this superb trilogy, displaying an exceptional combination of originality, magic, adventure, character, and drama."—Kirkus Reviews (starred review) King Shrewd is dead at the hands of his son Regal. As is Fitz—or so his enemies and friends believe. But with the help of his allies and his beast magic, he emerges from the grave, deeply scarred in body and soul. The kingdom also teeters toward ruin: Regal has plundered and abandoned the capital, while the rightful heir, Prince Verity, is lost to his mad quest—perhaps to death. Only Verity's return—or the heir his princess carries—can save the Six Duchies. But Fitz will not wait. Driven by

loss and bitter memories, he undertakes a quest: to kill Regal. The journey casts him into deep waters, as he discovers wild currents of magic within him—currents that will either drown him or make him something more than he was. Praise for Robin Hobb and Assassin's Quest "Fantasy as it ought to be written . . . Robin Hobb's books are diamonds in a sea of zircons."—George R. R. Martin "Superbly written, wholly satisfying, unforgettable: better than any fantasy trilogy in print—including mine!"—Melanie Rawn

Finding List of French Prose Fiction in the Mercantile Library of the City of New York Spectra The compelling sequel to *The Reindeer People*, a saga of magic and triumph in an ancient world.

L'Assassin royal (Tome 1) - L'Apprenti assassin Hachette Heroes

A Mosaic of Ninety Miniatures in French and English, translated from the French by Anne Pease McConnell. Haitian Laughter is constructed around the lodyans, a narrative genre that has blossomed in Haiti as an art of miniatures. The substantial reduction in scale that presides over their creation allows only the significant features to remain, like a medieval illumination, a Japanese bonsai, or simply a small sized map of an immense territory. This makes each miniature a "dwarf sized saga," which lets us glimpse the larger dimension of the original of which it is a reduced model. Bilingual, French and English.

W.A.R.P. (Tome 1) - L'assassin malgré lui Scholastic Inc.

A young apprentice to an assassin becomes embroiled in a conspiracy that could destroy a kingdom in a brilliant epic fantasy debut by David Gemmell Award-nominated author RJ Barker To catch an assassin, use an assassin... Girton Club-foot has no family, a crippled leg, and is apprenticed to the best assassin in the land. He's learning the art of taking lives, but his latest mission tasks him with a far more difficult challenge: to save a life. Someone is trying to kill the heir to the throne, and it is up to Girton to uncover the traitor and prevent the prince's murder. In a kingdom on the brink of civil

war, he must find a way to survive and bring justice to a kingdom on the brink of civil

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war and a castle thick with lies, Girton finds friends he never expected, responsibilities he never wanted, and a conspiracy that could destroy an entire kingdom. Praise for *The Wounded Kingdom*: "Dead gods, dread magic, and a lead that feels like a breath of fresh air. Great fun."—Peter Newman, author of *The Vagrant* "Often poignant and always intriguing, *Age of Assassins* reveals its mysteries with the style of a magic show and the artful grace of a gifted storyteller."—Nicholas Eames, author of *Kings of the Wild* "The most interesting treatment of the fantasy assassin trope in a while, and an involving narrative in its own right."—RT Book Reviews *The Wounded Kingdom* *Age of Assassins* *Blood of Assassins* *King of Assassins* For more from RJ Barker, check out: *The Tide Child Trilogy* *The Bone Ships* *Call of the Bone Ships*

Littérature de la pop culture

Charielleditions

L'horreur de certains faits divers, les procès retentissants poussent régulièrement à l'avant-scène des figures emblématiques d'assassins et de meurtriers. Ces visages effrayants et énigmatiques occupent un temps, avant de disparaître à jamais, tout le champ de l'actualité. Certains, néanmoins, restent en mémoire car ils incarnent un mythe ou une époque, ses fantasmes et ses angoisses. Ainsi les soeurs Papin, Michel Fourniret, Charles Manson, Harris et Klebold - les auteurs de la tuerie de Columbine - ou Gavrilo Princip, dont le destin de meurtrier de l'archiduc François-Ferdinand est indissociable du récit de la Première Guerre mondiale. On pourrait en dire autant de quelques grands personnages de fiction, tels que Médée, Raskolnikov, Hannibal Lecter ou M le Maudit, qui surgissent au théâtre, dans les romans ou au cinéma : souvent inspirés par la réalité, souvent l'inspirant, ils peuvent être, au même titre que leurs réels et historiques cousins dans la violence, des objets de stupeur et d'exégèses. Explorer l'âme humaine à la trouble lumière du crime, voilà ce que propose ce Dictionnaire des assassins et des meurtriers. Philosophes et historiens, écrivains, journalistes et critiques y présentent et analysent des figures mythiques et originales de meurtriers ou d'assassins. C'est à une grande réflexion, historique, philosophique, littéraire, esthétique ou anthropologique sur le meurtre et ses représentations qu'invite cet ouvrage. À la fois dictionnaire et musée imaginaire de l'homicide, cette galerie de portraits est un bijou de littérature et d'érudition.

Access 2002 Harper Collins

The first book in a seafaring fantasy trilogy that George R. R. Martin has described as "even better than the *Farseer Trilogy*—I didn't think that was possible." Bingtown is a hub of exotic trade and home to a merchant nobility famed for its *liveships*—rare vessels carved from wizardwood, which ripens magically into sentient awareness. Now the fortunes of one of Bingtown's oldest families rest on the newly awakened *liveship* *Vivacia*. For Althea Vestrit, the ship is her rightful legacy. For Althea's young nephew, wrenched from his religious studies and forced to serve aboard the *Vivacia*, the ship is a life sentence. But the fate of the ship—and the *Vestrits*—may ultimately lie in the hands of an outsider: the ruthless buccaneer captain Kennit, who plans to seize power over the *Pirate Isles* by capturing a *liveship* and bending it to his will. Don't miss the magic of the *Liveship Traders Trilogy*: *SHIP OF MAGIC* • *MAD SHIP* • *SHIP OF DESTINY*

L'homme noir : roman Orbit

French cinema is second only to Hollywood in the number of its movie stars who have emerged to achieve international fame. France is, in fact, arguably the only country other than the United States to have an international "star system." Yet these glamorous and charismatic stars differ from their U.S. counterparts in that they maintain more freedom to control their own images and often straddle both mainstream and auteur cinema. Ginette Vincendeau, a leading authority on French cinema, analyzes the phenomenon of French film stardom and provides brilliant in-depth studies of the major popular stars of the French cinema: Max Linder, Jean Gabin, Brigitte Bardot, Jeanne Moreau, Louis de Funès, Jean-Paul Belmondo, Alain Delon, Catherine Deneuve, Gérard Philipe, and Juliette Binoche. This volume analyzes these stars' images and performance styles in the context of the French film industry, but also in relation to national culture and society. In the country where Brigitte Bardot and Catherine Deneuve have modeled for Marianne (the effigy of the Republic) and left-wing politicians have held up Jean Gabin as a role model, Vincendeau examines the unusual relationship between French film stars and national identity. Ginette Vincendeau is professor of film studies at the University of Warwick. She is the author and editor of a number of books on cinema.

Psychiatrie en Neurologische Bladen

Pygmalion Editions

NEW YORK TIMES BESTSELLER Nearly twenty years ago, Robin Hobb burst upon

the fantasy scene with the first of her acclaimed *Farseer* novels, *Assassin's Apprentice*, which introduced the characters of FitzChivalry Farseer and his uncanny friend the Fool. A watershed moment in modern fantasy, this novel—and those that followed—broke exciting new ground in a beloved genre. Together with George R. R. Martin, Robin Hobb helped pave the way for such talented new voices as Scott Lynch, Brandon Sanderson, and Naomi Novik. Over the years, Hobb's imagination has soared throughout the mythic lands of the *Six Duchies* in such bestselling series as the *Liveship Traders Trilogy* and the *Rain Wilds Chronicles*. But no matter how far she roamed, her heart always remained with Fitz. And now, at last, she has come home, with an astonishing new novel that opens a dark and gripping chapter in the *Farseer* saga. FitzChivalry—royal bastard and former king's assassin—has left his life of intrigue behind. As far as the rest of the world knows, FitzChivalry Farseer is dead and buried. Masquerading as Tom Badgerlock, Fitz is now married to his childhood sweetheart, Molly, and leading the quiet life of a country squire. Though Fitz is haunted by the disappearance of the Fool, who did so much to shape Fitz into the man he has become, such private hurts are put aside in the business of daily life, at least until the appearance of menacing, pale-skinned strangers casts a sinister shadow over Fitz's past . . . and his future. Now, to protect his new life, the former assassin must once again take up his old one. . . . Praise for *Fool's Assassin* "Hobb knows the complicated workings of the wayward human heart, and she takes time to depict them in her tale, to tell her story sweetly, insistently, compellingly. . . . A book meant to be inhabited rather than run through."—The Seattle Times "[FitzChivalry Farseer is] one of the best characters in fantasy literature."—Fantasy Book Review "[Hobb's] prose sparkles, her characters leap off the page."—Tordotcom "Modern fantasy at its irresistible best."—The Guardian "Fantastic . . . emotionally rich storytelling."—Library Journal (starred review) *Assassin's Apprentice* #1 Spectra "Fantasy as it ought to be written . . . Robin Hobb's books are diamonds in a sea of zircons."—George R. R. Martin Fitz has barely survived his first hazardous mission as king's assassin. Battered and bitter, he vows to abandon his oath to King Shrewd, remaining in the distant mountains. But love and events of terrible urgency draw him back to the court at Buckkeep, and into the deadly intrigues of the royal family. Renewing their vicious attacks on

the coast, the Red-Ship Raiders leave burned-out villages and demented victims in their wake. The kingdom is also under assault from within, as treachery threatens the throne of the ailing king. In this time of great danger, the fate of the kingdom may rest in Fitz's hands—and his role in its salvation may require the ultimate sacrifice. **BONUS:** This edition includes an excerpt from Robin Hobb's *Assassin's Quest*. Praise for Robin Hobb and *Royal Assassin* "[Robin] Hobb continues to revitalize a genre that often seems all too generic, making it new in ways that range from the subtle to the shocking."—Locus "[Royal Assassin] reaches astonishing new heights. . . . The Farseer saga is destined for greatness—a must-read for every devotee of epic fantasy."—Sense of Wonder

Assassin's Fate Pygmalion

Lorsque le jeune Fitz est conduit à la cour des Six-Duchés, il ne sait pas encore que sa vie - et celle du royaume tout entier - va s'en trouver bouleversée. Le roi-servant Chevalerie, père de cet enfant illégitime, devra renoncer au trône pour ne pas entacher la réputation de la famille royale... Et nombreux sont les prétendants à la succession... Fitz se retrouve isolé au centre d'un univers qu'il ne connaît pas. En quoi le Vif, cette étrange magie qu'il découvre et qui lui permet de communiquer avec les animaux, est-elle si dangereuse ? Et pour quelle raison le roi Subtil fait-il appel à lui pour lui enseigner une forme étrange de diplomatie : l'art de tuer ? Poisons, magies et lames effilées vont bien vite devenir le quotidien du jeune bâtard princier...

L'apprenti assassin Spectra

NEW YORK TIMES BESTSELLER • The stunning conclusion to Robin Hobb's Fitz and the Fool trilogy, which began with *Fool's Assassin* and *Fool's Quest* "Every new Robin Hobb novel is a cause for celebration. Along with millions of her other fans, I delight in every visit to the Six Duchies, the Rain Wilds, and the Out Islands, and can't wait to see where she'll take me next."—George R. R. Martin More than twenty years ago, the first epic fantasy novel featuring FitzChivalry Farseer and his mysterious, often maddening friend the Fool struck like a bolt of brilliant lightning. Now New York Times bestselling author Robin Hobb brings to a momentous close the third trilogy featuring these beloved characters in a novel of unsurpassed artistry that is sure to endure as one of the great masterworks of the genre. Fitz's young daughter, Bee, has been kidnapped by the Servants, a secret society whose members not only dream of possible futures but use

their prophecies to add to their wealth and influence. Bee plays a crucial part in these dreams—but just what part remains uncertain. As Bee is dragged by her sadistic captors across half the world, Fitz and the Fool, believing her dead, embark on a mission of revenge that will take them to the distant island where the Servants reside—a place the Fool once called home and later called prison. It was a hell the Fool escaped, maimed and blinded, swearing never to return. For all his injuries, however, the Fool is not as helpless as he seems. He is a dreamer too, able to shape the future. And though Fitz is no longer the peerless assassin of his youth, he remains a man to be reckoned with—deadly with blades and poison, and adept in Farseer magic. And their goal is simple: to make sure not a single Servant survives their scourge.

The Complete Liveship Traders Trilogy: Ship of Magic, The Mad Ship, Ship of Destiny HarperCollins UK

Fans of the New York Times bestselling *Wings of Fire* series won't want to miss this all-new story set in the dangerous and thrilling world of dragons! Before the brightest night, the NightWings were plotting . . . Deathbringer is ready to be the next assassin for the NightWings. If he can just convince them to send him along on one mission with his mother, Quickstrike, he'll prove that he can help the NightWings decide who wins the war between the dragon tribes of Pyrrhia. But when their mission takes an unexpected turn, Deathbringer has a terrible choice to make . . . one that will change his path forever, and perhaps alter the course of the entire war . . . Discover the New York Times bestselling *Wings of Fire* series with this ebook exclusive origin story! Author Tui T. Sutherland soars further into the world of Pyrrhia's dragons than ever before! In these brand-new short stories, fans will meet old friends and new ones, uncover shocking secrets, and learn more about the terrible challenges that will test all dragonkind!

L'assassin du roi Calmann-Lévy

Avec la compréhension du cœur d'un Melville, la puissance et la violence propres aux drames de Shakespeare, Robin Hobb nous entraîne dans un récit haletant dont on ne sort pas indemne. Impossible de n'être pas happé, emporté par le désir de découvrir les mille et une péripéties de l'intrigue qui galope, brouille les pistes à plaisir, s'enfle et rebondit jusqu'à son dénouement, le tout conté avec une sobriété et une retenue remarquable. Depuis toujours les Loinvoyant règnent sur le royaume des Six-Duchés battus par les vents, utilisant

une force mystérieuse pour contenir l'intrusion des Pirates rouges qui ravagent les côtes et laissent dans leur sillage des morts-vivants dépouillés de leur âme. Rejeté par sa famille, Fitz, le jeune bâtard d'un prince, a été élevé à la cour par l'étrange et bourru maître d'écurie de son père, en compagnie de molosses qui l'ont adopté. Nul ne lui prête attention sauf le roi qui décide de lui faire secrètement enseigner une science redoutable, puisqu'il est maintenant en âge de comprendre que coule dans son sang " l'Art de la magie " qui transforme tout obstacle en victoire. Un terrifiant vieillard, chargé de faire exécuter l'ordre royal, prévient alors brutalement l'enfant, l'informant que, pour le roi et le royaume, il va devoir apprendre à devenir un assassin...

Haitian laughter Gallimard Jeunesse

Au royaume des Six-Duchés, le prince Chevalerie, de la famille régnante des Loinvoyant, renonce à devenir roi-servant le jour où il apprend l'existence de Fitz, son fils illégitime. Le bâtard grandit à Castelcerf, sous l'autorité de Burrich, le maître d'écurie. Mais le roi Subtil exige que Fitz reçoive une éducation princière. L'enfant découvre bientôt que le dessein du monarque est tout autre : faire de lui un assassin au service du pouvoir. Et tandis que les attaques des Pirates rouges mettent la contrée en péril, Fitz va constater à chaque instant que sa vie ne tient qu'à un fil : celui de sa lame.

La Citadelle des Ombres - L'Intégrale 1 (Tomes 1 à 3) - L'incomparable saga de L'Assassin royal Editions ENI

WARP: nom de code d'un programme de protection ultra secret du FBI. Londres, 1898... Riley, un orphelin de 14 ans, vient de commettre son premier crime, poussé par son mentor, Albert Garrick, un ancien illusionniste devenu tueur à gages. L'apprenti assassin et sa victime se dissolvent soudainement et se retrouvent catapultés au XXI^e siècle. Ils reprennent forme humaine dans une capsule métallique, située au sous-sol d'une maison de Bedford Square, Q.G du programme WARP. Chevie Savano, une jeune agente du FBI, a justement pour mission de surveiller cette capsule. Mais elle n'était pas précisément préparée à recevoir un jeune garçon au look anachronique accompagné d'un cadavre... qui n'est autre que l'inventeur du programme WARP. Une hallucinante course-poursuite dans le temps s'engage, Riley et Chevie Savano tentant d'échapper au plus redoutable des meurtriers, Albert Garrick, mais aussi de l'empêcher de retourner dans son époque, investi d'un pouvoir qui pourrait à jamais changer le

monde.

The Farseer Trilogy 3-Book Bundle

Bloomsbury Publishing

Nevare Burvelle is the second son of a second son, destined from birth to carry a sword. The wealthy young noble will follow his father—newly made a lord by the King of Gernia—into the cavalry, training in the military arts at the elite King's Cavella Academy in the capital city of Old Thares. Bright and well-educated, an excellent horseman with an advantageous engagement, Nevare's future appears golden. But as his Academy instruction progresses, Nevare begins to realize that the road before him is far from straight. The old aristocracy looks down on him as the son of a "new noble" and, unprepared for the political and social maneuvering of

the deeply competitive school and city, the young man finds himself entangled in a web of injustice, discrimination, and foul play. In addition, he is disquieted by his unconventional girl-cousin Epiny—who challenges his heretofore unwavering world view—and by the bizarre dreams that haunt his nights. For twenty years the King's cavalry has pushed across the grasslands, subduing and settling its nomads and claiming the territory in Gernia's name. Now they have driven as far as the Barrier Mountains, home to the Speck people, a quiet, forest-dwelling folk who retain the last vestiges of magic in a world that is rapidly becoming modernized. From childhood Nevare has been taught that the Specks are a

primitive people to be pitied for their backward ways—and feared for their indigenous diseases, including the deadly Speck plague, which has ravaged the frontier towns and military outposts. The Dark Evening brings the carnival to Old Thares, and with it an unknown magic, and the first Specks Nevare has ever seen . . .

Dictionnaire des assassins et des meurtriers Dark Horse Comics (Single Issues)

Courrier musical, artistique et littéraire du littoral

Shaman's Crossing BoD - Books on Demand

'Fantasy as it ought to be written' George R.R. Martin The Liveship Traders trilogy returns readers to Robin Hobb's most loved world.