

Chapter 1 : The Lies of Locke Lamora by Scott Lynch | [racedaydvl.com](http://racedaydvl.com)

*The Lies of Locke Lamora, my first novel, was bought by Simon Spanton at Orion Books in August, Prior to that I had just about every job you usually see in this s I was born in St. Paul, Minnesota on April 2, , the first of three brothers.*

The sentiment was mostly along the lines of "Pat Rothfuss is the next Scott Lynch! The world was gritty and real, and it had knocked everyone over with how good it was. So I knew it was a flattering comparison, but at the time, I Back when I was first published, people made a lot of comparisons between me and Scott Lynch. So I knew it was a flattering comparison, but at the time, I was kinda irked by it. I remember thinking, "Why do I have to be the next Scott Lynch? I saw that it was a clever book, and gritty, with a cool world. And there was an orphan boy in it who was a witty, mouthy thief. A while after that, I met Scott and really liked him as well. So I let go of what little residual irritation I had, not that there was very much Fast forward to now. The construction of it. Even so, do you know how rare it is for me to say that? Right now, in the full flush of this second reading, I think Lies is probably in e in my top ten favorite books ever. Maybe my top five. The beginning of his book is stronger than mine. His title is better than mine. And his series title is better than mine too. His cussing is better than mine. Not in real life. In real life I cuss like a sailor. But the language in my books is pretty genteel and tame. It builds the world. It helps make the story feel truly, perfectly grubby and real. Here it is in a nutshell: When I was first published, I was irritated when people compared me to Scott Lynch. Only now do I realize how huge a compliment I was being given. If you have read it, you should probably read it again

**Chapter 2 : Scott Lynch - Wikipedia**

*The Lies of Locke Lamora is a fantasy novel by American writer Scott Lynch, the first book of the Gentleman Bastard series. Elite con artists calling themselves the "Gentleman Bastards" rob the rich of the city of Camorr, based on late medieval Venice but on an unnamed world.*

Plot summary[ edit ] The Gentleman Bastards are masters of deception, disguise and fine cuisine. Father Chains, their "garrista" leader , is a priest of the Crooked Warden, the god of thieves. He buys troublesome six-year-old Locke for his gang. Their wayward female associate Sabetha is mentioned, but resides elsewhere during the events of the novel. The criminal underworld of Camorr is ruled with an iron fist by the Capa Barsavi, who collects a commission on all criminal activity under his purview. Secretly, the Bastards have actually been using elaborate schemes to swindle various nobles out of large sums, and have amassed a considerable fortune; they purchase the trinkets they pass on to Barsavi as tribute, in accordance with their small-time reputation. What little is spoken of their operations is credited to the shadowy "Thorn of Camorr. Jean and Bug save him, but they realize that the Gray King has double-crossed them; they return to their secret lair and find their wealth stolen and the Sanza twins brutally murdered. An intruder kills Bug and nearly Jean and Locke, who swear revenge. Left without resources and needing funds to somehow strike back at Raza, Locke tries to complete the con against the Salvaras. Before Jean can tell Locke, he is ambushed by the Berengias sisters. He manages to kill both, but is seriously wounded himself. Locke, whose real name is not known, overpowers the Falconer and tortures him for information. Wary of revenge by other Bondsmages should he be killed, Jean and Locke remove his fingers and tongue so he cannot gesture or speak spells, leaving him alive but insane. Capa Raza has planned his revenge against Barsavi and the nobles of Camorr since childhood, when his parents were murdered as collateral damage from the Secret Peace. To destroy the peers, he gives the Duke of Camorr four sculptures, actually time bombs filled with a substance that will cause all of the nobles and their children present at the celebration to slide into permanent mindlessness. Locke races back to the tower from which he escaped and manages to convince Vorchenza and the Salvaras of the danger, and the devices are defused. He next coerces the Spider to set him free to kill Raza, and not put him on trial for theft as a reward for saving their lives. Vorchenza agrees when Locke has shared the location of the stolen money; he tells her that Raza has hidden his treasure on a waste barge, and instructs her to destroy the plague ship and its crew before Raza can use it to infect the city. Later, Jean and Locke, recovering from their injuries, sail away to a new life.

**Chapter 3 : The Lies of Locke Lamora - Wikipedia**

*Praise for The Lies of Locke Lamora "Fresh, original, and engrossing gorgeously realized." –George R. R. Martin  
"Right now, in the full flush of a second reading, I think The Lies of Locke Lamora is probably in my top ten favorite books ever.*

He is a master thief, confidence artist and false-facer, having been trained from a very young age in the art of deception and thieving by Father Chains. He is known by the Camorri nobility as The Thorn of Camorr, a legendary thief who violates the Secret Peace of Camorr by bringing Camorri nobles into his confidence and duping them out of vast sums of their gold. He is also known by many other aliases, depending on what confidence games he and his associates are running at any given time. His true name is unknown to even himself, and was confused for his grey name. His wife, a redhead Karthani woman, died far too young. Acanthus began researching about the soul, hoping to revive his wife. He ran away from Karthain and hid in Camorr, and was renamed by his fellow Bondsmagi "Lamor Acanthus". After his research reached a certain degree, he transferred his soul into the body of a child in order to give himself more years to hone his magic. However, the spell backfired and his memory was fragmented - all that remained were memories of a seamstress, his gray name "Lamor Acanthus," and his love for redheads. The strong magic from transferring his soul created the Black Whisper plague. On the night he is taken in, not understanding the rules of the Secret Peace, he lifts a purse from a Yellowjacket city watchman, which is discovered by the Thieftmaker and returned, with apologies. New thieves under the hill are assigned to be Teasers, who are tasked with creating distractions that the older children take advantage of to perform their theft. Unlike most such children, even though he is already a skilled pickpocket, Locke prefers working as a teaser, designing and performing elaborate acts as distractions, to the point where his calling attention to himself is reprimanded by the Thieftmaker. The worst of the bullying comes from older children, specifically Veslin and Gregor. However, the ensuing panic brings the City Watch, who burn the tavern to the ground and are on the cusp of burning down the entire Narrows district of Camorr before they realize there is no real Black Whisper outbreak. While under the Hill, Locke briefly meets and becomes infatuated with Sabetha Belacoros, whom he only knows as "Beth". Locke is devastated by the news. Some time after, miserable from the constant abuse at the hands of Gregor and Veslin, Locke arranges to steal a White Iron Crown from a Vadran merchant and plant it in the room his tormentors share, then spreads a rumor that Veslin was talking with a Yellowjacket. Upon hearing the rumor, the Thieftmaker searches the room and finds the coin. His reaction is far more drastic than Locke predicted: Eventually, however, the Thieftmaker realizes that Locke was likely behind the scheme, and seeks permission to have Locke killed from Capa Barsavi. There he leads the Gentleman Bastards, a specialized gang of thieves in training that Capa Barsavi believes to be sneak thieves. Father Chains educates his wards on all topics imaginable, except actual theft. He teaches them languages, mathematics, cuisine, culture, and sees that they are made familiar with the basic rites of each of the temples of the twelve official Therin gods. He also reveals that he himself is a priest of the heretical nameless Thirteenth god, the patron of thieves. He takes Locke to meet Capa Barsavi. Shortly after Jean Tannen joins the gang. After some initial tension, the two become fast friends. Of course, the money the Salvaras paid "Lucas Fehrwight" Locke Lamora actually went straight to the Elderglass cellar underneath the Temple of Perelandro. Barsavi beats Locke severely and leaves him to drown in the barrel his daughter was killed in. The Gray King, who is revealed to be the brother of the Berengias sisters, appears and announces himself as Capa Raza. Here Bug is killed and the Sanza twins are found murdered. Locke and Jean swear revenge on the Gray King. Jean finds out that Capa Raza is loading all of his wealth onto a quarantined plague barge. Before he can get to Locke to tell him, Jean is attacked by the Berengias sisters. Jean kills the Berengias sisters but is severely wounded. Locke needs resources and therefore needs to finish the Don Salvara Game. Killing a bondsmagi results in every other bondsmagi coming after you until you are dead. Locke decides not to kill the Falconer, he cuts off his fingers and tongue, leaving him unable to cast spells and therefore freeing Jean. Meanwhile, Capa Raza is planning on getting revenge on all of the nobles of Camorr. Capa Raza gives the Duke Nicovante four sculptures which are time bombs in

disguise. Locke races back to the celebration which he has just escaped from and convinces Vorchenza to let him defuse the bombs. Next Locke fights Raza, Locke is outmatched and nearly killed. Locke distracts Raza for a second and is able to land a fatal blow. When the Spider finds no treasure she realizes that the treasure has been sunk. Road To Tel Verrar.

### Chapter 4 : The Lies of Locke Lamora (Audiobook) by Scott Lynch | racedaydvl.com

*Set in a futuristic world where a group known as the Epics gain extraordinary powers and embark on a violent power struggle that leaves a defenseless group of citizens called the Reckoners to find a leader who will help them fight back.*

### Chapter 5 : Fantasy author Scott Lynch shows he's a gentleman, not a bastard | Books | The Guardian

*In The Lies of Locke Lamora, we join our main character and his friends, the Gentleman Bastards. In their latest scam they try to relieve a nobleman from his considerable richness. But then the Grey King, a mysterious stranger with a grudge against the king of the underworld, shows up.*

### Chapter 6 : Books by Scott Lynch

*"The Lies of Locke Lamora" is furiously enthralling, its pages steeped in intrigue and excitement. An exciting novel filled with confidently created and resonant characters. The author has an incredible gift for weaving the many threads of this fantastical world and the lives that inhabit it, always maintaining a firm hold on the reader.*

### Chapter 7 : The Lies of Locke Lamora : Scott Lynch :

*The Lies of Locke Lamora. Book: By Scott Lynch. Inciting Event: Master thief Locke engineers a meeting with his mark, the wealthy Don Salvara. This is the start of.*

### Chapter 8 : Books by Scott Lynch (Author of The Lies of Locke Lamora)

*The lies of Locke Lamora. December 29, By brunoat (Spain) Words I want to learn from "The lies of Locke Lamora", a fantasy novel by Scott Lynch.*

### Chapter 9 : The lies of Locke Lamora - Vocabulary List : racedaydvl.com

*Locke Lamora (not his true name) is the main protagonist of the series and a young thief from Camorr and was the garrista of the Gentlemen Bastards for a time. He is a master thief, confidence artist and false-facer, having been trained from a very young age in the art of deception and thieving.*