

Duel In The Dark Blood On The Stars Book 1

Book one of the Portal Worlds series, by the author of the best-selling Crimson Worlds series... Jake Taylor was a New Hampshire farmboy who wanted nothing more than to marry his girlfriend, work on the farm, and maybe one day write a great novel. But mankind was fighting the alien Tegeri and their bio-mechanical cyborg soldiers, and UN Central needed men...men to go to war on hostile worlds far from home. Jake wasn't given a choice, not a real one. He found himself torn from home and family, conscripted for life and shipped to the planet Erastus to take his place in the battle lines, never to return. Erastus was a sweltering inferno, called Gehenna by the condemned men sent to fight there. In the blasted deserts and steamy jungles of this alien hell, Taylor and his cybernetically-enhanced comrades fight their never-ending war. As Jake survives battle after battle, he rises steadily through the ranks, giving all to the desperate fight to save Earth. But endless combat in hell carries a cost, and Taylor feels his faith slipping away. He begins to question much of what he's been told, things he'd believed all his life, and the more he learns, the greater his disillusionment grows. He can feel the madness building inside him, slowly taking control. But when he discovers the ultimate betrayal, a secret more horrific than anything he'd ever imagined, he must decide who is the real enemy...and how to contain the fury and lust for vengeance that threatens to consume him. How far will he go to destroy the true evil and right a horrendous wrong? And if he does what he must to prevail against overwhelming odds and win the final victory, will he become the very thing he has sworn to destroy?

The previously untold story of the violence in Congress that helped spark the Civil War *In The Field of Blood*, Joanne B. Freeman recovers the long-lost story of physical violence on the floor of the U.S. Congress. Drawing on an extraordinary range of sources, she shows that the Capitol was rife with conflict in the decades before the Civil War. Legislative sessions were often punctuated by mortal threats, canings, flipped desks, and all-out slugfests. When debate broke down, congressmen drew pistols and waved Bowie knives. One representative even killed another in a duel. Many were beaten and bullied in an attempt to intimidate them into compliance, particularly on the issue of slavery. These fights didn't happen in a vacuum. Freeman's dramatic accounts of brawls and thrashings tell a larger story of how fisticuffs and journalism, and the powerful emotions they elicited, raised tensions between North and South and led toward war. In the process, she brings the antebellum Congress to life, revealing its rough realities—the feel, sense, and sound of it—as well as its nation-shaping import. Funny, tragic, and rivetingly told, *The Field of Blood* offers a front-row view of congressional mayhem and sheds new light on the careers of John Quincy Adams, Henry Clay, and other luminaries, as well as introducing a host of lesser-known but no less fascinating men. The result is a fresh understanding of the workings of American democracy and the bonds of Union on the eve of their greatest peril.

The Greatest Western Writer Of The 21st Century Cotton Comes To Doubtful Lawmen don't last long in the town of Doubtful, Wyoming Territory. The last one quit, another ended up in a hangman's noose, and one more was backshot by the hired guns at the Circle L Ranch. But the town of Doubtful has never seen the likes of the man who's known only as Cotton, who aims to take

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the badge for \$125 a month, save himself a nice chunk of money over the next year, and be on his way. At least, that's his plan. Problem is, Cotton has just stuck his nose in the biggest hornet's nest in the territory. Some of the new homesteaders are stringing wire, and the three large spreads in the area don't like it much. Before Cotton can say "range war!" a passel of hardcases are filling the air with gunsmoke and hot lead. But Cotton won't be scared off. He'll see to it that law and order come to Doubtful--because Cotton isn't afraid of dying. And he's not afraid of killing.

War. The word spreads throughout the Confederation?the long-expected Union invasion has come. The enemy is strong, their forces larger and more powerful than intelligence reports had predicted. They have broken through the forward defenses, sent the Confederation?s proud fleets into an ignominious retreat.Captain Tyler Barron and the crew of the battleship Dauntless are lightyears from the front lines, at Archellia, waiting for their damaged battleship to be repaired. Their ship is only just operational, but there is no time for more extensive work. The Confederation needs every reinforcement it can get, and Barron and his survivors board their vessel?and rush to the battle lines. When they get there, they encounter nothing but fleeing ships and shattered fleets. The Confederation is losing the war, falling back steadily, yielding system after system to the invaders. The Union fleets continue inexorably forward, seemingly immune to the supply constraints that have bogged down past invasions. Dauntless finds herself trapped, cut off from the rest of the fleet along with another Confederation battleship, and a trio of small escort vessels?deep behind the rapidly moving front lines.Barron must make a choice. Pull back, try to find a way to get around the enemy to rejoin the fleet. Or press on, strike deep behind the enemy advance, his small force alone, far from help, an almost suicidal thrust toward the Union?s main logistical supply base?and the one way Tyler Barron can think of to buy the fleet the time it needs to regroup. To survive.

Jane Yellowrock used to hunt vampires, but now she must fight--and win--beside them. As Enforcer to the vampire Master of the City of New Orleans, Jane Yellowrock stakes her reputation and her life on keeping her territory safe. But Leo has been issued a blood challenge by the emperor of the European vampires, who seeks to usurp all of his power and possessions. If Leo loses the match to the death, the city will be forfeit, and the people of New Orleans will suffer the consequences. Jane can't let that happen. Preparing for the duel requires all of Jane's focus, but with so much supernatural power in play, nothing goes according to plan. She has to rely on herself and the very few people she knows she can trust to stand and fight. Only two things are guaranteed: nothing is sacred, and no one is safe.

An unforgettable fable about the brutality of war – and one girl's quest for revenge and healing, from the author of the acclaimed international bestseller *Silk*.When – in an unnamed place and time – Manuel Roca's enemies hunt him down to kill him, they fail to discover Nina, his youngest child, hidden in a hole beneath his farmhouse floor. After this carnage Tito, one of the murderers, discovers Nina's trapdoor. Enthralled by the sight of Nina's perfect innocence, he keeps quiet. By the time she has grown up, Nina's innocence will have bloomed into something else altogether, and one by one the wartime hunters will become the peacetime hunted. But not until a striking old woman calls upon a familiar old man selling newspapers in town can we know what

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Nina will ultimately make of her brutal legacy.

A Deadly Fight to the Finish... The warrior culture of the Alliance has fragmented, and comrade fights comrade, brother kills brother. The Red Alliance forces, backed by the Union and its propaganda machine, have the advantage in numbers and position, and they are pushing forward, driving relentlessly toward the final attack, the one that will destroy their enemies. The Gray Alliance forces are weaker, trapped in the great Sentinel-2 fortress where they've established their headquarters. Their enemies have the larger fleets and armies, and control of the homeworld...but the Grays have Tyler Barron and Dauntless. The Confederation's celebrated captain and his famous ship have been reinforced, and the newly promoted Commodore Barron now commands a small fleet of battleships, every vessel Admiral Striker could spare to reinforce to aid the faltering Gray forces. One final battle is all that stands between the Red fleet and victory, and it seems the Grays have no choice but to stand on the defensive and wait for the fight they know they can't win. Unless try something else, a wild gamble, a desperate plan to pull victory from the jaws of almost certain defeat. It will take all Barron and his people can give, and put Dauntless and the ships of his task force to the test. But it is the only way to win the victory, to prevent the Reds from a victory that can lead only to a disastrous invasion of the Confederation, one that Barron knows he has to stop...whatever the cost.

A dramatic comedy combines high comedy with social commentary in deflating misconceptions about love and warfare.

TheÂ Radetzky March, Joseph Roth's classic saga of the privileged von Trotta family, encompasses the entire social fabric of the Austro-Hungarian Empire just before World War I. The author's greatest achievement, The Radetzky March is an unparalleled portrait of a civilization in decline, and as such a universal story for our times.

The Third Frontier War is raging, and all across human-occupied space worlds are burning. Massive battlefleets struggle for dominance and kilometer-long war ships exchange thermonuclear barrages. Battered in the early years of the war, the Western Alliance is resurgent. The brilliant Admiral Augustus Garret leads the Alliance fleet from victory to victory, taking the war to the very heart of the enemy empires. And on the ground, Colonel Erik Cain, hero of the Marine Corps, leads his crack troops again into combat, seeking the final battle. In the background, the secretive intelligence agencies of the despotic Superpowers plot and scheme, using their own soldiers as pawns in the great game for control of space. But the final battle will be fought in the reddish sands of a backwater world, and the prize will be the staggering secret that has lain hidden in a remote cave for untold centuries. All the Powers struggle for the ultimate victory, but at what cost? The Cost of Victory is the second book in the Crimson Worlds series and the sequel to Marines. The Crimson Worlds Series: Marines (Crimson Worlds I) - Available Now! Tombstone (A Crimson Worlds Prequel) - Available Now! A Little Rebellion (Crimson Worlds III) - December 2012 The First Imperium (Crimson Worlds IV) - March 2013

The war is over, but the struggle continues. Tyler Barron and his spacers have set out into the unknown, deep into the Badlands, seeking to discover the empire's old tech and the secrets of its tortured history before Gaston Villeneuve and the resurgent Union can beat them to it. The White Fleet is a vast force, powerful and crewed by the toughest veterans from the war. Barron and his

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people know the future of the Confederation, even its survival, depends on recovering the scientific secrets of the empire before the enemy can do the same. Barron and his people push far beyond the Confederation's borders, to space untraveled since the Cataclysm. They are seeking the past, its secrets, its knowledge...but they will find a present that they never expected, a new and terrible danger, one that threatens not only the White Fleet, but the Confederation itself...even the entire Rim.

'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.

The pulsar...an ancient weapon of unimaginable power, one that threatens the Confederation with total destruction. The Union is preparing for the final invasion, one that cannot fail with the great artifact at the head of their fleet. The clock is ticking quickly toward midnight. There is a chance to avoid annihilation, a small one. The Confederation has its own ancient device recovered from the Badlands, a stealth generator. It is not as powerful as the pulsar, but it just may be enough. The generator can hide a single vessel, so Tyler Barron and the crew of Dauntless reunite to take their aging battleship once more into the breach. They will go to the Bottleneck, the system where the Union is preparing the final assault. They must sneak around the vast forces of the Union fleet, into the heart of the massively-defended system, and somehow destroy the pulsar. The fleet will be with them, all the might the Confederation can muster, but success hinges almost entirely on Dauntless's desperate attack. And, even if Barron and his people succeed in their mission, they will be trapped behind the enemy fleet, cut off and alone. Dauntless is book six of the Blood on the Stars series. Blood on the Stars will continue with The White Fleet.

A provocative and penetrating investigation into the rivalry between Alexander Hamilton and Aaron Burr, whose infamous duel left the Founding Father dead and turned a sitting Vice President into a fugitive. In the summer of 1804, two of America's most eminent statesmen squared off, pistols raised, on a bluff along the Hudson River. Why would two such men risk not only their lives but the stability of the young country they helped forge? In War of Two, John Sedgwick explores the long-standing conflict between Founding Father Alexander Hamilton and Vice President Aaron Burr. Matching each other's ambition and skill as lawyers in New York, they later battled for power along political fault lines that would decide—and define—the future of the United States. A series of letters between Burr and Hamilton suggests the duel was fought over an unflattering comment made at a dinner party. But another letter, written by Hamilton the night before the event, provides critical insight into his true motivation. It was addressed to former Speaker of the House Theodore Sedgwick, a trusted friend of both men, and the author's own ancestor. John Sedgwick

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suggests that Hamilton saw Burr not merely as a personal rival but as a threat to the nation. It was a fear that would prove justified after Hamilton's death... INCLUDES COLOR IMAGES AND ILLUSTRATIONS

A Fight to the End... The Confederation and the Union have fought each other to a standstill. Battered, exhausted fleets eye each other warily across a border that has been a battlefield for three bloody years. Neither side has the strength to attack, and both wait for reinforcements that will allow them to resume the fight. On the worlds of the Iron Belt, the heavily industrialized sector near the Confederation's Core, massive shipyards operate around the clock, producing the great vessels that can end the war. The Union knows it cannot win the economic struggle with its wealthier, more productive enemy, and Sector Nine, its feared spy agency, is not idle. Their focus is not on the front lines, the ravaged border between the two nations, but far off, beyond the Rim, in the strange, militaristic realm known as the Alliance. Sector Nine's intrigues are targeted at nothing less than instigating a coup, and bringing to power a regime that favors war against the Confederation, a change in government that will bring the fresh fleets of the Alliance into the war, striking at the Confederation's unguarded flank. Once again, Captain Tyler Barron and his battleship Dauntless must go back to the Rim, and on to the Alliance itself to somehow thwart the Union's plan...and prevent a two-front war the Confederation cannot win.

Duel in the DarkBlood on the Stars I

NATIONAL BESTSELLER • A mysterious former Sith wanders the galaxy in this stunning Star Wars tale, an original novel inspired by the world of The Duel from the Star Wars Visions animated anthology. The Jedi are the most loyal servants of the Empire. Two decades ago, Jedi clans clashed in service to feuding lords. Sickened by this endless cycle, a sect of Jedi rebelled, seeking to control their own destiny and claim power in service of no master. They called themselves Sith. The Sith rebellion failed, succumbing to infighting and betrayal, and the once rival lords unified to create an Empire . . . but even an Empire at peace is not free from violence. Far on the edge of the Outer Rim, one former Sith wanders, accompanied only by a faithful droid and the ghost of a less civilized age. He carries a lightsaber, but claims lineage to no Jedi clan, and pledges allegiance to no lord. Little is known about him, including his name, for he never speaks of his past, nor his regrets. His history is as guarded as the red blade of destruction he carries sheathed at his side. As the galaxy's perpetual cycle of violence continues to interrupt his self-imposed exile, and he is forced to duel an enigmatic bandit claiming the title of Sith, it becomes clear that no amount of wandering will ever let him outpace the specters of his former life.

A short story set in the Raven's Shadow world from New York Times and USA Today best-selling author Anthony Ryan. Legendary warrior King Tavurek marshals his mercenary army to combat a mighty Volarian host led by a man known to history as the Spear-point. In the blood-bath that follows, there can be only one victor. The final battle between the city state of Kethia and the Volarian Empire, as told by Imperial Chronicler Lord Verniers, is an event shrouded in many

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secrets and, some say, wrought by servants of the Dark.

Book sixteen of Blood on the Stars.

When champion duelist Dara is asked to cross swords with the handsome Prince Siv, she faces her most difficult opponent yet. An epic YA fantasy adventure full of swordplay, magic, and romance!

To fulfill their father's dying wish, teenage Countess Meliara and her brother Branaric organize a revolution against a greedy king.

"Chris and Tanya have been assigned as Coven Rovers, trouble shooters to the supernatural world. Their mission will bring them face to face with wild vamps, powerful witchs [sic] and monsters from the darkest Native American legends. But facing the biggest vampire political event in four centuries will be their greatest test. Mixing Chris' s uncertain temper with cranky old vampires may well be the kiss of death"--Cover p. [4].

"The Hegemony is coming to impose its brutal system of genetic supremacy on the Confederation and the other nations on the Rim, to make its elite Masters the unchallenged rulers of all human habitation in the galaxy..." p. [4] of cover
"You will bend to my will, or you will regret it, princess." For the first time in her life, Bianca Da Costa feels free, even when she is bound by chains. Kidnapped from under her mobster daddy's nose, she has no way of escaping the Hound - the Abbate crime family's most vicious hitman. But maybe she doesn't want to escape. Maybe her savior is the dark beast himself... And to face him, Bianca will have to look right into the eyes of the monster. Matteo Salini is trained to kill. Pumped with drugs and used to blood, he doesn't expect to flinch when he has to take Bianca's life. She's beautiful - there is no doubt in that. But Matteo has women servicing him left and right, and he doesn't need a spoiled mafia princess to screw with his head. Bianca is much more than that though, and her tenderness finds its way under Matteo's rough skin. She might be his only chance of redemption. She's his prisoner, he's her savior. And DARK BLOOD is about to be spilled. Full-length dark romance novel. No cliffhanger. No cheating. HEA.

"Never, never, did I imagine that dueling could be so enthralling, outrageous, gruesome, tragic, and, yes, ridiculous...Lively humor and sparkling prose." -Wall Street Journal
The medieval justice of trial by combat evolved into the private duel by sword and pistol, with thousands of honorable men-and not-so-honorable women-giving lives and limbs to wipe out an insult or prove a point. The duel was essential to private, public, and political life, and those who followed the elaborate codes of procedure were seldom prosecuted and rarely convicted-for, in fact, they were obeying a grand old tradition. Based on her fascinating 1997 Smithsonian article, Barbara Holland's Gentlemen's Blood is the first trade book to trace the remarkable, often gruesome, sometimes comical history of the Western tradition of defending one's honor. Collects horror stories such as "Third from the Sun," "Little Girl Lost," "Death Ship," and "Duel," which was the basis for the Spielberg film of the same name.

War rages between the Confederation and the Union. Shattered fleets watch each other warily across a war torn frontier. Both sides are

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licking their wounds, gathering strength to continue the fight. Captain Tyler Barron and the crew of Dauntless are finally enjoying the rest they've earned while their aging battleship Dauntless gets the repairs and refit it desperately needs. But their respite will be short-lived. In the Badlands, deep in the haunted vastness of pre-Cataclysmic space, a new discovery threatens to upset the balance of power. Orbiting a world in a distant system is an ancient battleship, vastly larger and enormously more advanced than anything possessed by the contending powers...and the Union has already sent forces to seize it. The Confederation has no ships close enough to intervene, to get there before the enemy...none save Dauntless. Barron and his crew must race across the Badlands, find the ancient artifact, and somehow hold it, keep the Union forces from taking it, until reinforcements arrive. They will be outnumbered and outgunned, but there can be no retreat. Not this time. Nothing less than the fate of all human-inhabited space is at stake. If the Confederation is able to rediscover the technology of the ancients, it will be safe for generations to come, its defensive forces untouchable by its enemies. But if the Union gets there first, if it can adapt the incredible power of mankind's lost technology, it will gain the power to enslave all humanity. This fight isn't for territory. It isn't for position or tactical advantage. It is for the future.

Book 17 of Blood on the Stars

The war that changed everything It's a Valentine's Day that Kojou won't soon forget! Amid the buzz of crushes and chocolate, dark words arrive on the wings of Glenda, the Dragon of the Swamp. Velesh Aradahl is holding Yuiru and Shio captive! And using them as collateral, he challenges Kojou to a vampire duel...At the same time, the Holy Ground Treaty Organization has deemed all of Itogami Island-altar for The Cleansing and domain of Dimitrie Vattler-a global threat. The only way to get the organization to overturn their decision is for Kojou to defeat Vattler and claim dominion of Itogami Island for himself! But can he do it in twelve hours, before the HGTO has the entire island destroyed?! "Heard whispers of the Dark all my life. It's a strange feeling when a whisper becomes a shout." SONGS OF THE DARK collects all four novellas from the world of Anthony Ryan's internationally best-selling Raven's Shadow trilogy. Centuries before the rise of the Unified Realm, the final battle looms between the city state of Kethia and the Volarian Empire. As told by Imperial Chronicler Lord Verniers, this terrible event is shrouded in many secrets and, some say, wrought by servants of the Dark. When word reaches the north of a fresh outbreak of the dreaded Red Hand, Brother Sollis, the finest swordsman in the Sixth Order, leads a small band to a long-abandoned castle in search of a potential cure, but discovers a far greater threat lurking in the mountains. A quest for bloody vengeance forces Derla, a skilled and deadly veteran of the Varinshold underworld, into the service of the arch schemer King Janus. Veteran Realm Guard Jerhid, newly appointed Lord Collector of the King's Excise, finds himself battling ruthless smuggler gangs and worse on the wild southern shore of the Unified Realm. Four compelling tales of mystery, magic, intrigue and battle presented in one volume for the first time, featuring all new introductions by the author.

Blood on the Stars book 9.

A riveting true story of murder and detection in 15th-century Paris, by one of the most brilliant medievalists of his generation. On a chilly November night in 1407, Louis of Orleans was murdered by a band of masked men. The crime stunned and paralyzed France since Louis had often ruled in place of his brother King Charles, who had gone mad. As panic seized Paris, an investigation began. In charge was the Provost of Paris, Guillaume de Tignonville, the city's chief law enforcement officer -- and one of history's first detectives. As de Tignonville began to investigate, he realized that his hunt for the truth was much more dangerous than he ever could have imagined. A rich portrait of a distant world, Blood Royal is a gripping story of conspiracy, crime and an increasingly desperate hunt for the truth. And in Guillaume de

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Tignonville, we have an unforgettable detective for the ages, a classic gumshoe for a cobblestoned era.

Will she forgive him for his sins, or is their bond destined to fracture before it's even forged? KORA Everything changed when the vampires arrived. I'm starving, alone in a dark cave, and grieving those who I lost. But I'm not giving up just yet. I'm a fighter, a survivor. A little fear won't get in my way. A vampire will, though. And he chooses the worst time to show himself. Only he doesn't want blood... He wants something even more sacred. Something I'm not willing to give away. ALDEON I am dhampir, and I've been lost to the bloodlust like many of my people. Yet I awaken from the haze, only to find myself in a strange world, drinking from even stranger beings. When I catch her scent, everything changes. The Calling awakens deep within, and I know she is my mate. My fated. But she is different. She is human, native to this land, and in dire trouble. A mysterious enemy leads a horde of maddened dhampirs straight to her dwelling, ready to drink her dry. It is my duty to protect her. I'll fight to the death if I must. And when the time is right, I will claim her as mine. "Adult fans of Stephenie Meyer and Richelle Mead will love this new Vampire Paranormal Romance." If you enjoy enemies to lovers, fated mates, telepathic vampires, blood bonds, and a romance so hot you have to stuff your face in the freezer to recoup, then you're in the right place.

Uncover the secrets of the Skywalkers: the family that shaped a galaxy far, far away... The Skywalker story has everything: passion, intrigue, heroism, and dark deeds. This revelatory biography explores every twist and turn of the Skywalker dynasty: the slow seduction to the dark side of Anakin; his doomed marriage to Padmé Amidala; the heroics of Luke and Leia; the fall and redemption of Han Solo and Princess Leia's son, Ben; and the struggles of his dyad in the Force, Rey. Leaving no stone unturned in tracing the dynasty's trials and tribulations, this definitive biography of Star Wars' first family explores and explains the deeper, more personal story of the Skywalkers, their characters, motivations, and, against seemingly impossible odds, their ultimate triumph. © AND TM 2021 LUCASFILM LTD.

A Gripping New Adventure by the Author of the Bestselling *Crimson Worlds* and *Far Stars* series...The Confederation has fought three wars against the forces of the totalitarian Union. Three generations of its warriors have gone off to war, held the line against the larger, more powerful enemy. Now the fourth conflict is imminent, and the Confederation's navy is on alert, positioned behind the frontier, waiting for the attack it knows is coming. The battleship *Dauntless* has spent the past ten months patrolling the border, deployed far forward of the main fleet, a forlorn hope, an advance guard positioned to give the warning of invasion. But no attack has come. Her crew is exhausted, and the aging battleship needs maintenance. With the fleet mobilized and the forward bases overloaded beyond capacity, she is sent clear across the Confederation, to a planet along the quiet and peaceful far frontier. Her crew is looking forward to a rest, and *Dauntless* herself is scheduled for a long-overdue maintenance session. But the quiet frontier isn't what it seems...and when a

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distress call is received from one of the mining colonies on the edge of Confederation space, it falls to Captain Tyler Barron to take Dauntless forward, to find out what is happening, and to put a stop to it. Barron and his crew have their ship—and each other—but they can expect no other help. Suspicion is strong that Union deceit is at play, that the attack is some sort of diversion, intended to draw Confederation forces from the disputed border. The orders are clear. No ships will be transferred from the prospective battle line. Stopping whatever is happening on the rim is Barron's responsibility, and his alone. Barron is the grandson of the Confederation's great hero, the father of the modern navy. His family name has always carried privilege with it, and crushing responsibility. And now he must prove that he has inherited more from his famous grandfather than name and privilege. He must face the enemy, and win the victory...before the Confederation is caught between two enemies and destroyed. Blood on the Stars Reading Order Book 1: Duel in the Dark Book 2: Call to Arms (January 2017, Available now for preorder)

Book 14 of the Blood on the Stars series.

Set during World War I, this monumental philosophical novel about human despair inspired Albert Camus' own writing and prefigured the greater existential movement. Blood Dark tells the story of a brilliant philosopher trapped in a provincial town and of his spiraling descent into self-destruction. Cripure, as his students call him—the name a mocking contraction of Critique of Pure Reason—despises his colleagues, despairs of his charges, and is at odds with his family. The year is 1917, and the slaughter of the First World War goes on and on, with French soldiers not only dying in droves but also beginning to rise up in protest. Still haunted by the memory of the wife who left him long ago, Cripure turns his fury and scathing wit on everyone around him. Before he knows it, a trivial dispute with a complacently patriotic colleague has embroiled him in a duel.

In the epic fifth installment in this “compulsively readable” (People) series, Galbraith’s “irresistible hero and heroine” (USA Today) take on the decades-old cold case of a missing doctor, one which may be their grisliest yet. Private Detective Cormoran Strike is visiting his family in Cornwall when he is approached by a woman asking for help finding her mother, Margot Bamborough—who went missing in mysterious circumstances in 1974. Strike has never tackled a cold case before, let alone one forty years old. But despite the slim chance of success, he is intrigued and takes it on; adding to the long list of cases that he and his partner in the agency, Robin Ellacott, are currently working on. And Robin herself is also juggling a messy divorce and unwanted male attention, as well as battling her own feelings about Strike. As Strike and Robin investigate Margot’s disappearance, they come up against a fiendishly complex case with leads that include tarot cards, a psychopathic serial killer and witnesses who cannot all be trusted. And they learn that even cases decades old can prove to be deadly . . .

NEW YORK TIMES BESTSELLER • Pierce Brown's relentlessly entertaining debut channels the excitement of *The Hunger Games* by Suzanne Collins and *Ender's Game* by Orson Scott Card. "Red Rising ascends above a crowded dystopian field."—USA Today NAMED ONE OF THE BEST BOOKS OF THE YEAR BY ENTERTAINMENT WEEKLY, BUZZFEED, AND SHELF AWARENESS "I live for the dream that my children will be born free," she says. "That they will be what they like. That they will own the land their father gave them." "I live for you," I say sadly. Eo kisses my cheek. "Then you must live for more." Darrow is a Red, a member of the lowest caste in the color-coded society of the future. Like his fellow Reds, he works all day, believing that he and his people are making the surface of Mars livable for future generations. Yet he toils willingly, trusting that his blood and sweat will one day result in a better world for his children. But Darrow and his kind have been betrayed. Soon he discovers that humanity reached the surface generations ago. Vast cities and lush wilds spread across the planet. Darrow—and Reds like him—are nothing more than slaves to a decadent ruling class. Inspired by a longing for justice, and driven by the memory of lost love, Darrow sacrifices everything to infiltrate the legendary Institute, a proving ground for the dominant Gold caste, where the next generation of humanity's overlords struggle for power. He will be forced to compete for his life and the very future of civilization against the best and most brutal of Society's ruling class. There, he will stop at nothing to bring down his enemies . . . even if it means he has to become one of them to do so. Praise for *Red Rising* "[A] spectacular adventure . . . one heart-pounding ride . . . Pierce Brown's dizzyingly good debut novel evokes *The Hunger Games*, *Lord of the Flies*, and *Ender's Game*. . . [Red Rising] has everything it needs to become meteoric."—Entertainment Weekly "Ender, Katniss, and now Darrow."—Scott Sigler "Red Rising is a sophisticated vision. . . Brown will find a devoted audience."—Richmond Times-Dispatch Don't miss any of Pierce Brown's Red Rising Saga: RED RISING • GOLDEN SON • MORNING STAR • IRON GOLD • DARK AGE

Unable to read about his bloody exploits in the newspaper, serial killer Jeeter Frost finds a teacher to help him, while the townsfolk of Coffin Varnish, hoping to cash in on his infamy, put his victims on display, to which he strongly and violently objects. Original.

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