

The Black Flag Crimson Worlds Successors Book 3

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 Search for Erik Cain...The Superpowers of Earth have fought their final war, leaving Earth a devastated ruin, populated only by scattered groups of survivors living

in primitive squalor. Out in space, however, humanity moves forward, and the former colonies of Earth's dead nations are now free from the yoke of the despotic governments that had long ruled over them. For many, it is their first taste of liberty. But a thousand free worlds, varying enormously in wealth and power, cannot long exist in peace, and soon they begin to fight, to seek to bend their neighbors to their wills. Darius Cain is the commander of the Black Eagles, the most feared and renowned of all the mercenary companies that fight the colonies' wars. His veteran warriors have fought dozens of battles, and they have never met their equals. The wealthiest colonies compete to hire the Eagles, for contracting with Cain's warriors is the surest guarantee of victory in any dispute. But there is another power, one whose very existence has been the most closely-guarded secret in human history. The Triumvirate. For decades, it has operated in the shadows, interfering secretly in the affairs of the former colonies while steadily building an invincible war machine. But the Triumvirate has come to fear the Black Eagles, and the decision has been made. Darius Cain's private army must be destroyed utterly before the final invasion of human space can begin. A message reaches the Black Eagles' base, with evidence that the father he'd thought long dead might still be alive, a captive of the shadowy enemy, held on a planet called Eldaron. Darius Cain is skeptical, a man slow to believe what he is told without incontrovertible proof. But Cain didn't build the greatest military force in human space by being cautious or timid...and even the slightest chance his father was alive compelled his course of

action. The evidence points to a world on the edge of human space, a highly-developed planet called Eldaron, an insular world, ruled by a dictator who calls himself the Tyrant. Darius knows he is walking into a trap, but he has no choice. He will free the prisoner of Eldaron...or he will extract a vengeance beyond anything the Eldari can imagine in their worst nightmares.

The Crimson Worlds Successors Series

MERCS (Successors One) The Prisoner of Eldaron (Successors Two) The Black Flag (Successors Three) - Coming February, 2016

Also By Jay Allan

Crimson Worlds Series:

Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) The Fall (Crimson Worlds IX) War Stories (3 Crimson Worlds Prequels) Crimson Worlds Refugees Series

Into the Darkness (Refugees I) Shadow of the Gods (Refugees II) - September, 2015

Portal Wars Series

Gehenna Dawn (Portal Wars I) The Ten Thousand (Portal Wars II) Pendragon Chronicles Series

The Dragon's Banner (Book I) The Sword of the King (Book II) - Coming Soon

An exhilarating tale of darkness, love, and redemption inspired by the classic fairy tale Little Red Riding Hood and the extravagant court of Versailles, from the author of Cruel Beauty. A doomed warrior and the king's most notorious bastard must join forces to defeat a dark evil in this gorgeously intricate fantasy—perfect for fans of An Ember in the

Ashes and A Court of Thorns and Roses. When Rachelle was fifteen she was good—apprenticed to her aunt and in training to protect her village from dark magic. But she was also reckless—straying from the forest path in search of a way to free her world from the threat of eternal darkness. After an illicit meeting goes dreadfully wrong, Rachelle is forced to make a terrible choice that binds her to the very evil she had hoped to defeat. Three years later, Rachelle has given her life to serving the realm, fighting deadly creatures in a vain effort to atone. When the king orders her to guard his son Armand—the man she hates most—Rachelle forces Armand to help her hunt for the legendary sword that might save their world. Together, they navigate the opulent world of the courtly elite, where beauty and power reign and no one can be trusted. And as the two become unexpected allies, they discover far-reaching conspiracies, hidden magic . . . and a love that may be their undoing. Within a palace built on unbelievable wealth and dangerous secrets, can Rachelle discover the truth and stop the fall of endless night?

The stunning conclusion to the Portal Wars trilogy...Jake Taylor and his cyborg soldiers have fought their way from one Portal planet to another, moving steadily homeward with one goal in mind - the utter destruction of the corrupt rulers who sent them to hell to fight and die as pawns in a dishonest war, one started not by the alien enemy, but by Earth's own government, as a tool in its plot to seize total power. And now, after the fighting, the suffering, the bitter losses...finally, it is time. Time for the final invasion of

Earth. Time to liberate their homeland from the totalitarian government that controls it utterly, to find those responsible for all that has happened...and to kill them all. Jake and his warriors are hopelessly outnumbered, but they are determined to battle to the last, to sacrifice all for any hope of victory, however small. But Taylor and his soldiers are not alone in their fight, for in Earth's shadows, in the rotting slums and the remote countryside, in dark corners and crumbling cellars, a spark of defiance has survived and grown, men and women who remember liberty, and are willing to die for the chance to regain what they lost a generation before. They are preparing...and waiting. Waiting for the chance to strike a blow for freedom. But those who cling to power will not give it up easily. Indeed, the politicians who run UNGov will see Earth a charred ruin, the dead lying in unburied heaps before they will yield their positions. The battle is about to begin...and it will not end until only one side remains. Is Jake Taylor willing to go all the way, to fight to the end, do whatever he must...to accept nothing less than death or total victory, whatever the cost? Also By Jay Allan The Far Stars Series Shadow of Empire (Far Stars I - Nov 3, 2015) Enemy in the Dark (Far Stars II - Dec 1, 2015) Funeral Games (Far Stars III - Jan 19, 2016) All Far Stars books are available for preorder Crimson Worlds Series Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds

VIII)The Fall (Crimson Worlds IX)Crimson Worlds War Stories (Crimson Worlds Prequels)Crimson Worlds Successors SeriesMERCs (Successors I)The Prisoner of Eldaron (Successors II)The Black Flag (Successors III - Coming 2016)Crimson Worlds Refugees SeriesInto the Darkness (Refugees I)Shadows of the Gods (Refugees II)Revenge of the Ancients (Refugees III - Coming 2016)Portal Wars SeriesGehenna Dawn (Portal Wars I)The Ten Thousand (Portal Wars II)Homefront (Portal Wars III - Coming Feb 2016)Pendragon ChroniclesThe Dragon's Banner (Pendragon Chronicles I)

Bao, a poor physician's apprentice, and Lan, the wealthy nobleman's daughter he loves, work together to break a curse and save the kingdom of Feng Lu.

The robotic legions of the First Imperium burst into human space, destroying everything in their path. Directed by the maniacal Regent, the enemy pressed forward with one goal: the destruction of mankind. The Superpowers of Earth, enemies for over a century, have banded together to face the threat from outside and their combined forces have fought delaying actions to buy time. But now, the Rim has fallen, and the heart of human space lies before the invaders. Erik Cain grimly leads his Marines and their new allies to Sandoval, to fight and hold that world against anything the enemy throws at it . But Cain plans more than just a defense: he intends to annihilate the enemy forces. And he'll sacrifice anything to win the ultimate victory. Even himself. As the Crimson Guard marches toward Quon Tali, the heart of the Malazan Empire,

many citizens, and even her own generals and mages, wonder whether Empress Laseen is losing her grip on power.

How do you move on when the world won't let you? 12:46: Claire Bingleystands alone at a bus stop 12:47: Ted Conkaffey parks his car beside her 12:52: The girl is missing . . . Six minutes in the wrong place at the wrong time—that's all it took to ruin Sydney detective Ted Conkaffey's life. Accused but not convicted of a brutal abduction, Ted is now a free man—and public enemy number one. Maintaining his innocence, he flees north to keep a low profile amidst the steamy, croc-infested wetlands of Crimson Lake. There, Ted's lawyer introduces him to eccentric private investigator Amanda Pharrell, herself a convicted murderer. Not entirely convinced Amanda is a cold-blooded killer, Ted agrees to help with her investigation, a case full of deception and obsession, while secretly digging into her troubled past. The residents of Crimson Lake are watching the pair's every move . . . and the town offers no place to hide. "Complex, human characters, and a dark, meaty story, and fine writing, and a great sense of place – this is one of the best crime thrillers of the year. Sign me up as a big-time Fox fan!" —Lee Child Crimson Lake by Sydney-based, Ned Kelly award-winning author Candice Fox is a thrilling contemporary crime novel set in Queensland, Australia, perfect for readers of authors like James Patterson, Harlan Coben, Lisa Gardner, and Tana French. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

"The Red and the Black" is a reflective novel about the rise of poor, intellectually gifted people to High Society. Set in 19th century France it portrays the era after the exile of Napoleon to St. Helena. The influential, sharp epigrams in striking prose, leave reader almost as intrigued by the author's talent as the surprising twists that occur in the arduous love life.

NEW YORK TIMES BESTSELLER • A princess in exile, a shapeshifting dragon, six enchanted cranes, and an unspeakable curse... Drawing from fairy tales and East Asian folklore, this original fantasy from the author of *Spin the Dawn* is perfect for fans of *Shadow and Bone*. "A dazzling fairytale full of breathtaking storytelling." --Stephanie Garber, New York Times bestselling author of *Caraval*

Shiori'anma, the only princess of Kiata, has a secret. Forbidden magic runs through her veins. Normally she conceals it well, but on the morning of her betrothal ceremony, Shiori loses control. At first, her mistake seems like a stroke of luck, forestalling the wedding she never wanted. But it also catches the attention of Raikama, her stepmother. A sorceress in her own right, Raikama banishes the young princess, turning her brothers into cranes. She warns Shiori that she must speak of it to no one: for with every word that escapes her lips, one of her brothers will die. Penniless, voiceless, and alone, Shiori searches for her brothers, and uncovers a dark conspiracy to seize the throne. Only Shiori can set

the kingdom to rights, but to do so she must place her trust in a paper bird, a mercurial dragon, and the very boy she fought so hard not to marry. And she must embrace the magic she's been taught all her life to forswear--no matter what the cost. Weaving together elements of The Wild Swans, Cinderella, the legend of Chang E, and the Tale of the Bamboo Cutter, Elizabeth Lim has crafted a fantasy like no other, and one that will stay with readers long after they've turned the last page. "A stunning remake of a fairytale. Six Crimson Cranes is the perfect blend of whimsy and ferociousness, with twists and turns that will tug at your heartstrings." —Chloe Gong, New York Times bestselling author of These Violent Delights "Fast-paced excitement is balanced with a satisfyingly intricate plot that weaves in elements from Western fairy tales and East Asian folklore." —SLJ, starred review "A richly imagined landscape . . . vibrant, fast-paced." —Publishers Weekly, starred review

The combined forces of humanity have beaten back the First Imperium invasion. For the first time, the enemy has been defeated in battle. The cost was high in blood and suffering, but the Line held. The heart of human-occupied space has been saved from annihilation. For now. There is little time for the victorious warriors to savor their triumph or mourn their dead. The First Imperium has been driven back, but it has not been defeated. No one expects the fruits of victory to

be more than a brief respite. Augustus Garret, Erik Cain, and the rest of the human high command have a decision to make. Do they stand on the defensive, waiting for the massive second invasion they all know will come? Or do they consider another option, one that compels them to face overwhelming odds, and launch a strike that could end the war in one campaign? The attack ship Hornet returned home after a miraculous run through enemy space, and her crew brought with them priceless intelligence...the location of a world of the First Imperium. In the capitals of Earth, the ruling classes call for caution, for the armed forces to stand on the defensive. But on the frontier, Garret and his compatriots are planning something different, and they do not intend to be deterred. They are going to take the war to the enemy. They are going to march into hell's heart.

The Final Struggle...A battered group of human ships, fighting for survival, fleeing deeper into the far unknown, pursued by the deadly forces of the genocidal artificial intelligence known as the Regent. A legendary commander, the man who has saved his people time and time again, struggling to lead the fleet ever forward, fighting through every attack the enemy throws at them. A hidden world, a remote refuge prepared millennia ago, holding the promise of a new future, if the fleet can reach it...and hold it against the Regent's relentless attacks. Admiral

Terrance Compton and his lost fleet battle their way forward, striving to reach the end of their great journey. They will fight, with all the strength and power than remains to them, standing firm, resolute against all the force the Regent hurls at them. But their destiny is no longer in their hands. In the end, the fleet's survival rests on the courage and strength of a tiny force of Marines and a desperate mission, one that will lead this group of warriors right through the enemy's thickest defenses, to the very heart of the enemy's domains, the ancient homeworld of the First Imperium...and the inner sanctum of the Regent itself. The action packed conclusion to the Crimson Worlds Refugees series! Crimson Worlds Refugees Series Into the Darkness (Book One) Shadows of the Gods (Book Two) Revenge of the Ancients (Book Three) Also By Jay Allan The Far Stars Series Shadow of Empire (Far Stars I - Nov 3, 2015) Enemy in the Dark (Far Stars II - Dec 1, 2015) Funeral Games (Far Stars III - Jan 19, 2016) All Far Stars books are available for preorder Crimson Worlds Series Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) The Fall (Crimson Worlds IX) Crimson Worlds War Stories (Crimson Worlds Prequels) Crimson Worlds Successors

SeriesMERCs (Successors I)The Prisoner of Eldaron (Successors II)The Black Flag (Successors III - Coming 2016)Portal Wars SeriesGehenna Dawn (Portal Wars I)The Ten Thousand (Portal Wars II)Homefront (Portal Wars III)Pendragon ChroniclesThe Dragon's Banner (Pendragon Chronicles I)

Camille had only been heading to her grandma's house because Gran couldn't figure out her cable again, but along the way, she stumbled across the city's notorious graffiti artist. And now that she knows who the face behind the spray-paint can is, she can't seem to listen to her friends' sage advice and follow the safe path, leaving well enough alone. She's determined to coax Black Crimson into agreeing to an exclusive interview so she can become the famous newspaper journalist she's always wanted to be. But in this contemporary twist to the Little Red Riding Hood fable, our red-headed heroine learns just how dangerous talking to strangers can be...to her heart.

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 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)

The aging orc shaman Ner'zhul has seized control of the Horde and reopened the Dark Portal. His brutal warriors once again encroach upon Azeroth, laying siege to the newly constructed stronghold of Nethergarde Keep. There, the archmage Khadgar and the Alliance commander, Turalyon, lead humanity and its elven and dwarven allies in fighting this new invasion. Even so, disturbing questions arise. Khadgar learns of orcish incursions farther abroad: small groups of orcs who seem to pursue a goal other than simple conquest. Worse yet, black dragons have been sighted as well, and they appear to be aiding the orcs. To counter Ner'zhul's dark schemes, the Alliance must now invade the orcs' ruined homeworld of Draenor. Can Khadgar and his companions stop the nefarious shaman in time to stave off the destruction of two worlds?

As the Federation and Cardassia Prime celebrate their strengthening ties and the Cardassian ambassador to the Federation arranges a glittering diplomatic reception, forces who oppose the alliance prepare to make their move.

Crimson Worlds Refugees Book II Deeper. Farther into the black unknown of space. There is no other path, no way for the lost to go, save forward. Admiral Terrance Compton's fleet is cut

off from Earth, deep in the heart of the enemy First Imperium. A third of his people have died in the year his force had been fleeing from its enemies, but he is as determined as ever to find a new home for his people, a way to save his wartorn fleet His people are running low on everything-food, ammunition, fuel, and the brutal enemy is in relentless pursuit, marshaling all its vast resources to track down and destroy the human refugees. Compton must find a way to replenish his dwindling stores, while avoiding the massive enemy forces hunting his fleet from system to system. Compton seeks an escape, a refuge for his exhausted spacers from the relentless pursuit of their enemies. But they are about to find far more than that, as they discover the truth of the distant past, and a glimpse of a new future that lies before them. What they learn will shake all they believe...and force them to reconsider who they are. And what victory would look like. The fight has just begun...and the stakes are even higher than any of them had imagined. Also By Jay Allan The Far Stars Series Shadow of Empire (Far Stars I - Nov 3, 2015) Enemy in the Dark (Far Stars II - Dec 1, 2015) Funeral Games (Far Stars III - Jan 19, 2016) All Far Stars books are available for preorder Crimson Worlds Series Marines (Crimson Worlds I) The Cost of Victory (Crimson Worlds II) A Little Rebellion (Crimson Worlds III) The First Imperium (Crimson Worlds IV) The Line Must Hold (Crimson Worlds V) To Hell's Heart (Crimson Worlds VI) The Shadow Legions (Crimson Worlds VII) Even Legends Die (Crimson Worlds VIII) The Fall (Crimson Worlds IX) Crimson Worlds War Stories (Crimson Worlds Prequels) Crimson Worlds Successors Series MERCS (Successors I) The Prisoner of Eldaron (Successors II) The Black Flag (Successors III - Coming 2016) Crimson Worlds Refugees Series Into the Darkness (Refugees I) Shadows of the Gods (Refugees II) Revenge of the Ancients (Refugees III - Coming 2016) Portal Wars Series Gehenna Dawn (Portal Wars

I) The Ten Thousand (Portal Wars II) Homefront (Portal Wars III - Coming Jan 2016)
Pendragon Chronicles The Dragon's Banner (Pendragon Chronicles I) Dragon's Rise
(Pendragon Chronicles II - Coming 2016)

Do you know that the flag of Switzerland is square in shape and not rectangular? It is one of the only two square flags in the world, the other being the flag of Vatican City. And do you also know that the flag of Nepal is neither square nor rectangle? The national flag of Nepal is a combination of two triangle-shaped flags colored in crimson red and bordered by blue. The flags you see representing different countries are more than a piece of fabric. A flag is a country's national symbol. It represents their identity as a nation. The colors and designs on a flag have its cultural, political, historical, religious and regional significance. Many countries with a predominant Christian population would have a cross on their flags while Muslim countries would have a crescent moon on theirs. African countries like Benin, Republic of Congo, Mali and the others would have the green, yellow and red colors on their flags which are the colors of the Ethiopian flag. The use of the said colors signifies giving honor to Ethiopia the oldest independent country in Africa. The green, white, red, and black colors are Pan-Arab colors that are common on the flags of many Arab countries like Jordan, Libya, Sudan and others. More fascinating information and trivia about 196 flags of different countries around the world are featured in this book especially made for young learners.

Book 4 of the bestselling Crimson Worlds series... The Alliance and its colonies have called a truce and signed the Confederation Agreement, providing the frontier worlds with guarantees of self-government. No one expects the deal to last, and both sides are preparing for the next showdown. But from the depths of space another challenge is coming, one that will endanger

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the very survival of mankind and force not just the Alliance and its colonies, but all of the Superpowers, to join forces or face annihilation. The dusty ruins the Alliance discovered on Epsilon Eridani IV were built by an ancient race, eons dead. But their guardians remain, and the disturbance of the long silent cave triggered an automated alert, one which has been heard. Erik Cain and his Marines grimly take to the field once again, for what may be their final battle, against the robotic legions of the First Imperium. But facing a ruthless and technologically superior enemy may be easier than learning to fight alongside old enemies. Highly illustrated with colour images and specially commissioned maps throughout, this is a unique exploration of the pirate world. Often romanticised in print and on the silver screen, real-life pirates were a brutal menace that plagued the high seas. In this book, Angus Konstam separates myth from reality, tracing the history of piracy through the centuries, from the pirates who plagued the Ancient Egyptians to the Viking raids and on to the era of privateers. He discusses the so-called 'Golden Age of Piracy' and colourful characters such as Blackbeard and Captain Kidd, before examining the West's initial encounters with Eastern pirates off the Chinese coast and the phenomenon of the modern pirate.

LIMITED TIME BOX SET RELEASE! Welcome to Crimson Elite, the most exclusive sex club in the world. Enter at your own risk, and always remember our number one rule— You must never speak of Crimson Elite—the punishment is severe. BOOK 1 (CAVALIER) Creed 'Too Hot for Words' Christopher If God created the perfect man he would closely resemble Creed, on the outside that is. He's as cavalier as they come. Unconcerned. Cold. Dismissive. I wonder if he has any feelings at all. And when his lips touch mine, everything goes black. He takes me into his world, and it's the most magical thing I've ever experienced. And I'm sucked in time and

time again. Like a moth to the flame, I am ready to be set alight. Elicea 'F*cks With My Head' Beckham Elicea is a firecracker. She has piqued my interest, and no one piques my interest anymore. Beautiful women are what I do—it's my work. Not one of them has managed to get their claws into me the way she does. It's as if she's seeing my icy heart and trying to melt it, set it alight with each touch of her sinful lips. But that can't work, it won't work. Not in my world. BOOK 2 (ANGUISHED) It wasn't meant to be this way—she shouldn't have fallen for my brother and left me for him. But she did. And now I'm left to pick up the pieces of my shattered, broken heart. And to top it off, they want me to come to their wedding. Do they think I'm a pushover? Do they think of me as a joke? The old saying stands true, 'Why have enemies when you can have family.' I understand it now, better than I ever have in my life. There's one unexpected surprise though: Storm. She blew in just like one and makes the pain diminish. She's exactly as her name describes her—she is a storm. A beautiful and powerful one. But not all things are meant to last. Like a storm that wreaks havoc, some things cause anguish, and in my life she may very well be one of them.

From one of America's most popular short story writers and an Academy Award nominee: the O. Henry Award-winning tale that inspired the movie *The Hunt*. A subject of mysterious rumors and superstition, the deserted Caribbean Island was shrouded in an air of peril. To Sanger Rainsford, who fell off a yacht and washed up on its shores, the abandoned isle was a welcome paradise. But unknown to the big-game hunter, a predator lurked in its lush jungles—one more dangerous than any he had ever encountered: a human. First published in 1924, this suspenseful tale "has inspired serial killers, films and stirred controversy in schools. A century on, the story continues to thrill" (*The Telegraph*). "[A] tense, relentless story of man-

against-man adventure, in which the hunter Sanger Rainsford learns, at the hands of General Zaroff, what it means to be hunted.” —Criterion

The enthralling first ebook novella in the brand new Roman pirate series by Sunday Times bestselling authors Simon Scarrow and T. J. Andrews. It is AD 25. The Roman Empire stretches from Hispania in the west to Armenia in the east, Merchantmen roam the seas, transporting people, livestock and all manner of goods. And where there are merchant ships, there will be pirates ... On a blustery night in the rough port of Piraeus, Captain Clemestes staggers drunkenly through the dark streets as he heads for his ship, Selene. When he becomes aware of the sinister figures following him, he fears the worst, for life is cheap in this den of thieves and cutthroats. Then a man bursts from the shadows and by brute force drives the attackers away. Clemestes is astounded to find that he has been saved not by a powerful soldier, or a fellow sailor, but by a half-starved youth, compelled to come to the aid of a stranger, in the face of impossible odds. The youth is Telemachus, an orphan with a story that is both commonplace and tragic. When the kind-hearted Clemestes suggests he joins Selene's crew, Telemachus sees no reason to refuse. But little does he know of the dangers of his new world. There's no running away once a ship is at sea - and when a pirate fleet appears on the horizon, Telemachus's troubles have just begun ... Episode one in the PIRATA ebook novella series.

Lady Melinda Llewellyn just wants to get away. She never dreamed that when she stows away aboard the Cosette she was doing more than escaping her odious betrothed. Captain Jack Breen just wants to forget. Flying the crimson banner, the pirate's flag, makes people leave him alone. But all that changes when he discovers the young woman stowing away in the hold of

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his ship, bringing with her not only the bad luck of having a woman on board, but the problems with her intended as well. And this is just the start for Melinda and Jack as they embark on the adventure of their lives. From the start of their relationship they will encounter a prince desperately trying to reclaim his throne, a bitter general who is fighting a personal battle, and a power-hungry lord who will stop at nothing to be king. Will Melinda and Jack be able to weather these storms and achieve their own happiness? Or will the plot of the villainous Lord Pemberton succeed, leaving them bent to his every whim? Follow Melinda and Jack as they hurtle through their journey under The Crimson Banner.

The new president of Harvard University becomes a prime suspect in the death of Rosezella Maynette Fisher, the opinionated, African-American Dean of Students at Harvard Law School, and it is up to economics professor and amateur sleuth Veronica Chase to solve the crime. Reprint.

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?

MarinesCrimson Worlds 1

'I was spellbound by the hooded man at work. Mesmerized by this agent of death, who had ignored the carnage around him by biding his time and waiting to strike.' It is the Golden Age of Piracy and the New World beckons. Edward Kenway - the brash young son of a wool merchant who dreams of gold - cannot

resist the lure of a life of glory on the high seas. When his family homestead is attacked there seems like no better time to escape, and Kenway soon establishes himself as one of the deadliest privateers of his day. But greed, ambition and betrayal follow closely in his wake. And when evidence of a crippling conspiracy begins to surface, threatening to destroy everything that he holds dear, Kenway can't resist the urge for retribution. And so he is drawn into the centuries-old battle between the Assassins and the Templars.

"The first truly American writer, and all of us since are his heirs." - William Faulkner on Mark Twain This beautiful hardback collection brings together Mark Twain's formative and most celebrated novels. His rich humor and powerful social criticism have made him perennially popular and his roguish heroes have captured the hearts of readers for over a century. Includes: • The Adventures of Huckleberry Finn • The Adventures of Tom Sawyer • The Prince and the Pauper
ABOUT THE SERIES: The World Classics Library series gathers together the work of authors and philosophers whose ideas have stood the test of time. Perfect for bibliophiles, these gorgeous jacketed hardbacks are a wonderful addition to any bookshelf.

The finale of the Crimson Worlds Successors series.

“First Drop of Crimson is a passionate and tantalizing tale, filled with dark

sensuality and fast-paced action. The lead couple is irresistible—a gutsy heroine to cheer for and a smoldering hero to die for. An unforgettable story!” —Kresley Cole, New York Times bestselling author Jeaniene Frost is back with the first book of a sexy spinoff from her USA Today and New York Times bestselling Night Huntress series. In this electrifying novel, the spotlight shines on her popular characters Bones’ and Cat’s closest confidantes – and one woman will come close to the dark side of desire as she places her trust in a vampire who could prove to be her salvation...or her downfall. The winner of multiple awards—including a Romantic Times Reviewers’ Choice Award for Best Urban Fantasy and a Romance Reviewers Today Best Paranormal Award—Jeaniene Frost has received the Romantic Times Top Pick rating four times in a row...not to mention unqualified raves from critics, peers, and discriminating fans of paranormal romance.

The final book in the Crimson Empire trilogy, a game-changing fantasy epic featuring an unforgettable warrior. Former warrior queen and now pariah, Cold Zosia wakes in the ashes of a burning city. Her vengeance has brought her to this - her heroic reputation in tatters, her allies scattered far and wide, and her world on the cusp of ruin. General Ji-Hyeon has vanished into the legendary First Dark, leaving her lover Sullen alone to carry out the grim commands of a dead

goddess. The barbarian Maroto is held captive by a demonic army hell-bent on the extermination of the Crimson Empire, and only his protégé Purna believes he can be saved. Zosia must rally her comrades and old enemies one last time, for what will prove the greatest battle of her many legends...if anyone lives to tell it. FIVE HEROES. NO HOPE. A WAR AGAINST DEVILS. The Crimson Empire Trilogy: A Crown for Cold SilverA Blade of Black SteelA War in Crimson Embers By the same author, writing as Jesse Bullington: The Sad Tale of the Brothers Grossbart The Enterprise of Death The Folly of the World Book 5 of the Refugees series.

Terrence Compton is one of Earth's greatest admirals, a warrior almost without equal. Alongside his oldest friend and brilliant colleague, Augustus Garret, he and his forces have saved Earth from invasion by the genocidal robotic legions of the ancient First Imperium's insane computer Regent. There is just one problem. The First Imperium was held back not by military victory, but by the disruption of the sole warp gate connecting the two domains...and Compton and 300 of his ships are trapped on the wrong side, surrounded by the Regent's vast fleets and cut off from Earth. Pursued by their deadly enemy, Compton and his fleet must flee into the vast and unknown darkness of unexplored space, in search of safety, fuel, supplies...and ultimately a new home. The great admiral knows the one thing his people cannot do is seek a way back,

a trail the enemy could follow to Earth. He is determined to prevent that from happening, even if the cost is dissension and mutiny. Their journey will take Compton and his people deep into the heart of the First Imperium, to the silent, windswept worlds where the ancient race that built the Regent once dwelled...and uncover the lost secrets of that great civilization's mysterious fall 500,000 years ago

From the Pulitzer Prize-winning author Lawrence Wright, whose bestselling thriller 'The End of the October' all but predicted our current pandemic, comes another momentous account, this time of COVID-19: its origins, its myriad repercussions, and the ongoing fight to contain it.

Erik Cain joined the marines to get off death row. The deal was simple; enlist to fight in space and he would be pardoned for all his crimes. In the 23rd Century, assault troops go to war wearing AI-assisted, nuclear-powered armor, but it is still men and blood that win battles. From one brutal campaign to the next, Erik and his comrades fight an increasingly desperate war over the resource rich colony worlds that have become vital to the economies of Earth's exhausted and despotic Superpowers. As Erik rises through the ranks he finally finds a home, first with the marines who fight at his side and later among the colonists - men and women who have dared to leave everything behind to build a new society on the frontier, one where the freedoms and rights lost long ago on Earth are preserved. Amidst the blood and death and sacrifice, Erik begins to wonder. Is he fighting the right war? Who is the real enemy? *Crimson Worlds II: The*

Cost of Victory - Available Now! Tombstone: A Crimson Worlds Prequel - Available Now! Crimson Worlds III: A Little Rebellion - December 2012

The sequel to Alex Marshall's A Crown for Cold Silver, an outstanding, game-changing epic adventure featuring an unforgettable warrior. After five hundred years, the Sunken Kingdom has returned, and brought with it a monstrous secret that threatens to destroy every country on the Star. As an inhuman army gathers on its shores, poised to invade the Immaculate Isles, the members of the Cobalt Company face an ugly choice: abandon their dreams of glory and vengeance to combat a menace from another realm, or pursue their ambitions and hope the Star is still there when the smoke clears. Five villains. One legendary general. A battle for survival.

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