

Duel In The Dark Blood On The Stars Book 1

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.

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!

NEW YORK TIMES BESTSELLER NAMED ONE OF THE BEST BOOKS OF THE YEAR BY ENTERTAINMENT WEEKLY, BUZZFEED, GOODREADS AND SHELF AWARENESS Pierce Brown's heart-pounding debut is the first book in a spectacular series that combines the drama of Game of Thrones with the epic scope of Star Wars. ***** 'Pierce Brown's empire-crushing debut is a sprawling vision . . . Ender, Katniss, and now Darrow' - Scott Sigler, New York Times bestselling author of Pandemic '[A] top-notch debut novel . . . Red Rising ascends above a crowded dystopian field' - USA Today ***** Darrow is a Helldiver. A pioneer of Mars. Born to slave beneath the earth so that one day, future generations might live above it. He is a Red - humankind's lowest caste. But he has something the Golds - the ruthless ruling class - will never understand. He has a wife he worships, a family who give him strength. He has love. And when they take that from him, all that remains is revenge . . .

Raised and trained in seclusion at a secret fortress on the edge of the northern wilds of the Kingdom of Ashai, a young warrior called Rezkin is unexpectedly thrust into the outworld when a terrible battle destroys all that he knows. With no understanding of his life's purpose and armed with masterful weapons mysteriously bestowed upon him by a dead king, Rezkin must travel across

Ashai to find the one man who may hold the clues to his very existence. Determined to adhere to his last orders, Rezkin extends his protection to an unlikely assortment of individuals he meets along the way, often leading to humorous and poignant incidents. As if pursuing an elite warrior across a kingdom, figuring out who he is and why everyone he knows is dead, and attempting to find these so-called friends and protect them is not enough, strange things are happening in the kingdom. New dangers begin to arise that threaten not only Rezkin and his friends, but possibly everyone in Ashai.

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.

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*.

Without Blood begins with a shocking, visceral act of violence - the assassination of a man and his family. Only the daughter, Nina, survives, thanks to an

extraordinary act of mercy by one of the attackers. Nina is just four years old. Decades later Nina hunts down the last of her family's murderers, the man who was her saviour. Their reunion brings about a profound reappraisal of their lives and what took place on that fateful night over half a century earlier. Highly visual and unforgettably sad, *Without Blood* is a haunting book about damage, longing, memory and forgiveness. Ann Goldstein's superb translation captures Baricco's effortless prose style and gives readers in Britain the opportunity to experience this gem of a novel that has already delighted hundreds of thousands across Europe.

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

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. The circus arrives without warning. It is simply there, when yesterday it was not. Against the grey sky the towering tents are striped black and white. A sign hanging upon iron gates reads: *Opens at Nightfall Closes at Dawn As dusk shifts*

to twilight, tiny lights begin to flicker all over the tents, as though the whole circus is covered in fireflies. When the tents are aglow, sparkling against the night sky, the sign lights up: *Le Cirque des Rêves* The Circus of Dreams The gates shudder and unlock, seemingly by their own volition. They swing outward, inviting the crowd inside. Now the circus is open. Now you may enter. Discover this amazing fantasy read with a different kind of magic. *The Starless Sea*, the second novel from the author of *The Night Circus*, is out now. 'The only response to this novel is simply: wow. It is a breathtaking feat of imagination, a flight of fancy that pulls you in and wraps you up in its spell' *The Times*

'Reminds me of why I became a fantasy enthusiast in the first place. Fantasy can be an escape from reality, but some stories carry the reader to an enhanced reality, a place where the world seems to have brighter colours and sharper contrasts' Robin Hobb on *A Time of Dread* (book one) *Defy the darkness. Defend the light . . .* At the battle of Starstone Lake, Drem and his friends witnessed horrors they'll never forget. They saw magic warping men into beasts and a demon rise from the dead, creating something new and terrifying. So they flee to warn the Order of the Bright Star. But the demons' high priestess, Fritha, is determined to hunt them down. Concealed in *Forn Forest*, Riv struggles to understand her half-breed lineage. It represents the warrior angels' most dangerous secret, so when their high captain tracks her down, he aims to kill. Meanwhile, demonic forces are gathering a mighty war-host, to crush their enemies and rule the world of man. And the angels are already fractured and facing betrayal. Like heroes of old, Riv, Drem and the Bright Star's warriors must battle to save their land. But can the light triumph when the dark is rising? *A Time of Blood* (*Of Blood and Bone: Book Two*) is the spectacular follow-up to *A Time of Dread* by John Gwynne. 'A great read that accelerates the pace and goes one up on its excellent predecessor . . . Exciting, action-packed fantasy' Mark Lawrence 'This is extraordinarily good, an epic feat of the imagination. In this series Gwynne is setting a new benchmark in fantasy. I'd love to see it on screen' Giles Kristian

"The fulfilled renown of *Moby-Dick* and of *As I Lay Dying* is augmented by *Blood Meridian*, since Cormac McCarthy is the worthy disciple both of Melville and Faulkner," writes esteemed literary scholar Harold Bloom in his Introduction to the Modern Library edition. "I venture that no other living American novelist, not even Pynchon, has given us a book as strong and memorable." Cormac McCarthy's masterwork, *Blood Meridian*, chronicles the brutal world of the Texas-Mexico borderlands in the mid-nineteenth century. Its wounded hero, the teenage Kid, must confront the extraordinary violence of the Glanton gang, a murderous cadre on an official mission to scalp Indians and sell those scalps. Loosely based on fact, the novel represents a genius vision of the historical West, one so fiercely realized that since its initial publication in 1985 the canon of American literature has welcomed *Blood Meridian* to its shelf. "A classic American novel of regeneration through violence," declares Michael Herr. "McCarthy can only be

compared to our greatest writers."

BASED ON THE DISNEY PLUS SHOW, STAR WARS: VISIONS 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.

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

"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.

Book 17 of Blood on the Stars

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

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.

The previously untold story of the violence in Congress that helped spark the Civil War In The

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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.

Blood on the Stars book 9.

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

Book sixteen of Blood on the Stars.

After losing his wife and son to a devastating plague, Horace becomes a soldier, sailing to battle for the Great Crusade against Akeshia. A shipwreck lands him on enemy shores, where he finds himself enslaved and on a brutal march across the desert to destinations unknown. When the caravan of slaves encounters a fierce storm, Horace discovers he possesses zoana, a mysterious gift of magic potent enough to instill fear in his captors and to earn him a place in Queen Byleth's court. Horace quickly learns that life at court is a complex, treacherous prison of its own kind and he remains at the mercy of his foe. With help from Jiom, a gladiator and fellow captive, and Alyra, spy and handmaiden to the Queen, Horace must outwit his enemies and harness his powerful magic to liberate himself and the thousands who have lived in oppression for far too long. With fast-paced, breathtaking action, magical adventure, and an unforgettable story, *Blood and Iron* is the stunning first book in the epic *Book of the Black Earth* series by Jon Sprunk, Compton Crook Award finalist and author of the *Shadow Saga*.

Fueled by their hatred of the False Emperor, the Night Lords, stalking the galaxy in hopes on avenging the death of their primarch, form a tentative alliance with the Red Corsairs, and together they concoct a plan to steal the loyalist Chapter's gene-seed, dooming them to a slow death. Original.

Book 15 of Blood on the Stars

"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

After fleeing the authorities in the Imperial city of Altdorf, Felix Jaeger swears a drunken oath to dour dwarf Gotrek Gurnisson to record his death saga. In the cold light of day, Felix's worst fears are confirmed as he learns that Gotrek is a Trollslayer - a dwarf doomed to seek out a heroic death in battle to atone for an unknown personal disgrace. Their travels throw them into a string of extraordinary adventures as Felix tries to

survive his companion's destiny.

Blood Knots is a brilliant and dramatic memoir of an angler's life. It places Jennings in the front rank of natural history writers. As a child in the 1960s, he was fascinated by the rivers and lakes around his home. Beneath their surfaces waited alien and mysterious worlds. With library books as his guide, he applied himself to the task of learning to fish. His progress was slow, and for years, he caught nothing. But then a series of teachers presented themselves, including an inspirational young intelligence officer, from whom he learned stealth, deception, and the art of dry-fly fishing. So began an enlightening but often dark-shadowed journey of discovery. It would lead to bright streams and wild country, but would end with his mentor's capture, torture, and execution by the IRA. Blood Knots is about angling, about great fish caught and lost, but it is also about friendship, honor, and coming of age. As an adult, Jennings has sought out lost and secretive waterways, probing waters at dead of night in search of giant pike. The quest, as always, is for more than the living quarry. For only by searching far beneath the surface, he suggests in this most moving and thought-provoking of memoirs, can you connect with your own deep history. Jennings offers here a striking, elegiac narrative for lovers of unique memoirs and the finest fly-fishing literature.

Duel in the Dark Blood on the Stars I

Recently voted the greatest fantasy of all time, after *The Lord of the Rings* and *The Hobbit*, Gene Wolfe's *The Book of the New Sun* is an extraordinary epic, set a million years in the future, on an Earth transformed in mysterious and wondrous ways, in a time when our present culture is no longer even a memory. Severian, the central character, is a torturer, exiled from his guild after falling in love with one of his victims, and journeying to the distant city of Thrax, armed with his ancient executioner's sword, *Terminus Est*. This edition contains the second two volumes of this four volume novel, *The Sword of the Lictor* and *The Citadel of the Autarch*.

"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.

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

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.

"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.

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 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.

'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 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 Villieneuve 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 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.

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