

## *Get Free The Warlord Of The Air Free Download Pdf*

*The Warlord of the Air The Warlord of Mars The Warlord of the Air Montezuma Aristide Warlord of Mars Second Chance The Kaiser Klawde: Evil Alien Warlord Cat: Revenge of the Kitten Queen #6 Warlord of the Nightmare Realm Warlords of Ancient Mexico Mars Trilogy Warlord of the Pit Warlord of the Seas Warlord of Mars Warlord of the Broken Land The Warlord of Mars by Edgar Rice Burroughs - Delphi Classics (Illustrated) Warlord of the Titans: A legend Reborn Warlord John Carter Warlord Of Mars Vol 1 - Invaders From Mars Warlord of Heaven Warlord of Kor The Last Warlord Warlord of the Genji The Warlords of Nin The Warlord of Nedung Betar Warlord of Mars Vol. 4 Warlord of Mars Vol. 3 Warlord Of Mars: Dejah Thoris Omnibus Vol. 2 Warlord of Mars Vol. 1 Warlord of Mars Vol. 2 Warlord of Antares Warlord of Heaven Warlord of Mars John Carter: Warlord Of Mars Vol 2 Warlord of the Saints Warlord of Mars Warlord of the North Warlord Of Mars Omnibus Vol. 2 John Carter: Warlord of Mars #11*

*Learn the unbelievable true history of the great warrior tribes of Mexico. More than thirteen centuries of incredible spellbinding history are detailed in this intriguing study of the rulers and warriors of Mexico. Dozens of these charismatic leaders of nations and armies are brought to life by the deep research and entertaining storytelling of Peter Tsouras. Tsouras introduces the reader to the colossal personalities of the period: Smoking Frog, the Mexican Machiavelli, the Poet Warlord, the Lion of Anahuac, and others . . . all of them warlords who shaped one of the most significant regions in world history, men who influenced the civilization of half a continent. The warlords of Mexico, for all their fascinating lives and momentous acts, have been largely ignored by writers and historians, but here that disappointing record is put right by a range of detailed biographies that entertain as they inform. Students of the area, historians working in American history, and long-term visitors and tourists to the region will gain a much clearer understanding of the background history of these territories and the men who formed and reformed them. Lavishly illustrated with dozens of photographs and color*

*paintings, Warlords of Ancient Mexico is essential reading for anyone interested in this tumultuous, endlessly captivating period of Central American history. Skyhorse Publishing, as well as our Arcade imprint, are proud to publish a broad range of books for readers interested in history--books about World War II, the Third Reich, Hitler and his henchmen, the JFK assassination, conspiracies, the American Civil War, the American Revolution, gladiators, Vikings, ancient Rome, medieval times, the old West, and much more. While not every title we publish becomes a New York Times bestseller or a national bestseller, we are committed to books on subjects that are sometimes overlooked and to authors whose work might not otherwise find a home. A bind-up of the first three classic John Carter of Mars books includes A Princess of Mars, The Gods of Mars and The Warlord of Mars and features illustrations by three renowned fantasy artists. Original. John Carter has freed Mars from Issus, the false goddess whose tyranny once ruled the entire planet... but at a great personal cost. Dejah Thoris, his beloved princess, was taken by Matai Shang, a renegade priest determined to avenge the planet's shattered religion. Activating a doomsday device to destroy the fragile Martian atmosphere, Shang flees into the unknown regions of the north. Carter, aided by his son Carthoris and trusted alien pet Woola, must unite the many races of Mars — despite the ages of distrust and open warfare among them — for the singular purpose of averting Judgment Day! Collects issues 19-35, plus issues 0 & 100! In the shadows of the forest that flanks the crimson plain by the side of the Lost Sea of Korus in the Valley Dor, beneath the hurtling moons of Mars, speeding their meteoric way close above the bosom of the dying planet, I crept stealthily along the trail of a shadowy form that hugged the darker places with a persistency that proclaimed the sinister nature of its errand. For six long Martian months I had haunted the vicinity of the hateful Temple of the Sun, within whose slow-revolving shaft, far beneath the surface of Mars, my princess lay entombed—but whether alive or dead I knew not. Had Phaidor's slim blade found that beloved heart? Time only would reveal the truth. Six hundred and eighty-seven Martian days must come and go before the cell's door would again come opposite the tunnel's end where last I had seen my ever-beautiful Dejah Thoris. Half of them had passed, or would on the morrow, yet vivid in my memory, obliterating every*

event that had come before or after, there remained the last scene before the gust of smoke blinded my eyes and the narrow slit that had given me sight of the interior of her cell closed between me and the Princess of Helium for a long Martian year. As if it were yesterday, I still saw the beautiful face of Phaidor, daughter of Matai Shang, distorted with jealous rage and hatred as she sprang forward with raised dagger upon the woman I loved.... Justin Imperiale will need to fly a grav sled down the great river of the South Continent. He suspects that Lord Vorell may have created a special crop for a tribe called Chachapoya and perhaps for other tribes. The Chachapoya were driven from their homeland and now want to return. Justin tricks the Association of Nations into setting up support depots for the return of the Chachapoya so that Justin can explore the great river for signs of Lord Vorell's bounty. While Justin waits, he sets up trade between his mountain crest Empire and the rest of Corin. War then brews in an Old World South Continent called Ifrequeh. There's a Temple of Vorell in Ifrequeh that supposedly contains one of the scrolls that Justin is seeking. He decides to involve himself in the war in Ifrequeh, in order to possibly acquire another scroll. Justin travels to Ifrequeh, along with several Commandos and six grav sleds. The grav sleds are fitted with fake wooden wings and noisemakers to resemble giant vampire bats. The fake vampire bats scatter the mobs that threaten to conquer the South of Ifrequeh and the armies of the South are then able to deal with the remnants of the mobs. During the attack of the mobs, Justin acquires, for safe keeping, the scroll he seeks from the High Priest of a Temple of Vorell that comes under attack. With the help of Norva Lemni, Justin then gets food and medical shipments headed North to help the people whom the mobs looted. He then forces a Warlord, responsible for at least some of the mobs into a spear fight. Justin then uses the results of the spear fight to recruit a tribe call Ngoba to seize a government arms depot in Zimboja. With the Ngoba in control of the depot, the political situation is balanced with several tribes too evenly matched for a war to be profitable. However, there is a second Warlord and he sends a 'leopard man' to kill Justin. Justin uses the situation to his advantage. He then learns, through an Ngoba Chief, that there's a large gold mine in the North of Zimboja. Justin then manages to convince the Prime Minister of Zimboja to grant him the mining concession,

*in return for solving problems at the mine. Justin and Ngoba warriors then seize the mine. Justin then becomes involved with a sisterhood organization, in which at least the leaders have paranormal powers. The gaining of the paranormal powers came about due to a visit by a white man, almost certainly Lord Vorell. With information gained from the sisterhood, Justin then disposes of the remaining Warlord. Justin still has his second chance! Darkness and destruction have come to the land . . . and only one can stop it. It has been ten years since Quentin helped Eskevar, the Dragon King, battle the monstrous sorcerer Nimrod. Since that time, there has been peace in the land of Mensandor. But everything is about to change. An urgent message summons Quentin to Castle Askelon. The king, who is dying, wishes to name the brave young man his successor. But first, he sends him on an unfathomable mission. What Quentin and his friend Toli, the Jher horseman, discover is not for the cowardly. The brightening Wolf Star is an omen of impending evil that might herald the beginning of the end of mankind on earth. It signifies Nin, a fearsome giant of a man who hopes to add Mensandor to his growing empire. Along with his merciless warlords, they are the fulfillment of a nightmarish prophecy. In *The Warlords of Nin*, the second book in *The Dragon King Trilogy*, Stephen R. Lawhead continues the mythical saga that began with *In the Hall of the Dragon King*. 'Djibouti was the 21st century Wild West. Former Russian Spetsnaz, US Navy Seals and British SAS all descended on the small African nation looking for action and a large chunk of cash. We rocked up in an 80-foot gunboat. That got everyone's attention.' Dom Mee When the ruthless Garaad pioneers multi-million dollar ransoms, pirates are hijacking a ship every week. Western navies make grandiose statements and deploy warships yet do nothing to stem attacks. Ship owners know it's time to find a more robust solution. After seeing maritime explorer Dom Mee's exploits on TV, a mysterious billionaire asks Dom to protect his ships. With no money, Dom procures an old Navy gunboat, hustles together a band of former commandos and heads to the Indian Ocean. Within a year of arriving in the pirate-infested region, Dom becomes the kingpin of anti-piracy, playing a deadly game on the high seas with the infamous Garaad. Dom's methods may be brutal, yet to beat the contagion of piracy, every antidote needs the disease. *The Last Warlord* tells the story of the brotherhood forged in the mountains of*

*Afghanistan between elite American Green Berets and Dostum that is told in the movie 12 Strong: The Declassified True Story of the Horsesoldiers The Last Warlord tells the spellbinding story of the legendary Afghan warlord Abdul Rashid Dostum, a larger-than-life figure who guided US Special Forces to victory over the Taliban after 9/11. Having gained unprecedented access to General Dostum and his family and subcommanders, as well as local chieftains, mullahs, elders, Taliban prisoners, and women's rights activists, scholar Brian Glyn Williams paints a fascinating portrait of this Northern Alliance Uzbek commander who has been shrouded in mystery and contradicting hearsay. In contrast to sensational media accounts that have mythologized the "bear of a man with a gruff laugh" who "some Uzbeks swear, has on occasion frightened people to death," Williams carefully chronicles Dostum's rise from peasant villager to Uzbek leader and skilled strategist who has fought a long and bitter war against the Taliban and Al Qaeda fanatics that have sought to repress his people. Also revealed is Dostum's surprising history as a defender of women's rights and religious moderation. In riveting detail The Last Warlord spotlights the crucial Afghan contribution to Operation Enduring Freedom: how the CIA contacted the mysterious warrior Dostum to help US Special Forces wage a covert war in the mountains of Afghanistan, how respect and even friendship quickly grew between the Afghan and American fighting men, and how Dostum led his nomadic people charging into war the same way his ancestors had—on horseback. The result was one of the most decisive campaigns in the entire war on terror. The Last Warlord shows that, far from serving as an exotic backdrop for American heroics, it was these horse-mounted descendents of the Mongol warrior Genghis Khan that allowed the American military to overthrow the Taliban regime in a matter of weeks. . It is 1973, and the stately airships of the Great Powers hold benign sway over a peaceful world. The balance of power is maintained by the British Empire - a most equitable and just Empire, ruled by the beloved King Edward VIII. A new world order, with peace and prosperity for all under the law. Yet, moved by the politics of envy and perverse utopianism, not all of the Empire's citizens support the marvelous equilibrium. Flung from the North East Frontier of 1902 into this world of the future, Captain Oswald Bastable is forced to question his most*

*cherished ideals, discovering to his horror that he has become a nomad of the time streams, eternally doomed to travel the wayward currents of a chaotic multiverse. The first in the trilogy, The Warlord of the Air sees Bastable fall in with the anarchists of this imperial society and set in train a course of events more devastating than he could ever have imagined. Collects Warlord of Mars #19-25: John Carter has freed Mars from Issus, the false goddess whose tyranny once ruled the entire planet... but at a great personal cost. Dejah Thoris, his beloved princess, was kidnapped by a renegade priest bent on revenge! Activating a doomsday device to destroy the fragile Martian atmosphere, the evil Shang flees into the unknown regions of the north. Carter, aided by his son Carthoris and trusted alien pet Woola, must unite the many races of Mars -- despite the ages of distrust and open warfare -- to avert Judgment Day! King Henry is dead and Stephen of Blois claims the throne of England and the Dukedom of Normandy. The Earl of Cleveland returns to England to fight for the heirs of Henry. When King David and his Scottish army capture most of northern England it is only Alfraed who holds out against him. Set in the early years of the Anarchy this is a fast moving book filled with battles and intrigue. Reproduction of the original. Includes three full graphic novels: Warlord of Mars: Dejah Thoris Vol. 5: Rise of the Machine Men, Warlord of Mars: Dejah Thoris Vol. 6: Phantoms of Time, Warlord of Mars: Dejah Thoris Vol. 7: Duel to the Death. This eBook features the unabridged text of 'The Warlord of Mars by Edgar Rice Burroughs - Delphi Classics (Illustrated)' from the bestselling edition of 'The Complete Works of Edgar Rice Burroughs'. Having established their name as the leading publisher of classic literature and art, Delphi Classics produce publications that are individually crafted with superior formatting, while introducing many rare texts for the first time in digital print. The Delphi Classics edition of Burroughs includes original annotations and illustrations relating to the life and works of the author, as well as individual tables of contents, allowing you to navigate eBooks quickly and easily. eBook features:*

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*"Applaud for KLAUDE. Two paws up!"--Dav Pilkey, creator of the Dog Man series. "Funny, savage, and brilliant, Klawde is the pet I wish I had."--Max Brallier, New York Times Bestselling author of The Last Kids on Earth.*

*Klawde is not your basic cat. He's an emperor from another planet, exiled to Earth. He's cruel. He's cunning. He's brilliant... and he's also Raj Banerjee's best friend. In book six of the Klawde series our feline warlord has begun his reign as Emperor of the Universe! His headquarters? The litterbox command center in the Banerjee family basement. But be careful what you wish for--as Klawde finds out, even the lord of all living matter has to follow the rules, even if they're designed to squelch evil dreams. What's more, plots to overthrow him are rampant, and Klawde needs allies. Who can he turn to? Barx and the space rangers of the Dog Star Galaxy? (Hairball.) Ffangg and the other Allied Warlords of Evil? (Double hairball.) Or--least appealing of all--the Calico Queen, his former earthcat protege and current ruler Lyttyrboks? Meanwhile, Raj is trying to survive in an even more perilous group of enemies and allies: the students and parents of the Elba Middle School Newspaper Club. Heavily illustrated, with a hilarious, biting voice that switches between Raj's and Klawde's perspectives, this is the story of an unlikely friendship that emerges between a boy and the evil cat who arrived on his doorstep.*

*Warlord of Kor By Terry Gene Carr Armchair Fiction presents extra large editions of classic science fiction double novels. The first novel "Special Effect" is a terrific tale by J.F. Bone. His name was Martinelli, and his passion was music. He was also a well-known conductor of classical compositions. We are delighted to publish this classic book as part of our extensive Classic Library collection. Many of the books in our collection have been out of print for decades, and therefore have not been accessible to the general public. The aim of our publishing program is to facilitate rapid access to this vast reservoir of literature, and our view is that this is a significant literary work, which deserves to be brought back into print after many decades. The contents of the vast majority of titles in the Classic Library have been scanned from the original works. To ensure a high quality product, each title has been meticulously hand curated by our staff. Our philosophy has been guided by a desire to provide the reader with a book that is as close as*

possible to ownership of the original work. We hope that you will enjoy this wonderful classic work, and that for you it becomes an enriching experience. This is the second Volume of the Mid-Sea Chronicles. Tiranu Shupari, Sun Priest/Magician, son of the King-of-Kings, finds himself the "guest" of a ruthless Warlord who is trying to play all sides against each other in the struggle for control of the Mid-Sea. Afraid to kill Tiranu and afraid to release him, the Sun Priest has to resort to spirit-walking and magic to survive. His faithful bodyguard, Barth Jarrow, remains in his company through good times and bad, but two characters have been added to his company since the first book, and before the book is out and they arrive at the abode of the Pirate King of Trelag Szuu, more characters are added, all colorful, all quite real. Carrying over from the first book there is Torq Baloong, the Barbarian pit-fighter who carries secrets with him that will not be revealed until the third book; and Tiranu's uncle and enemy, Taboor Shupari, who at the end of the first book is shocked into catatonia in the skirmish at the Temple of Tonotharu at the end of the first book, but snaps out of it at the most inopportune moment. Later in the book there is Okko Punt, an Amazon who is tougher than most men, and her wife, Seyassa, who is beautiful and wants to have a baby, a situation which could be explosive. These two will play a bigger role in the third book, *THE PIRATE KING OF TRELAG SZUU*. And there's Captain Sitar Mossemos and his young wife, Azza, who works for the Warlord and has been charged with delivering his charges to Trelag Szuu, but he grows to prefer the company of Tiranu. These two characters will also be in the third book, but the author hasn't decided their ultimate fate. Their voyage south to Trelag Szuu proves to be anything but ordinary. Ancient cities come alive, mythical animals make appearances, and characters are fleshed out. What is real and what is not, like always in this series, are blended, and what looks like truth on one page may prove to be false in the pages that follow, only to become truth again in chapters to come. This is like no other fantasy series that has been published, is full of magic and spiritual truths, and mirrors our own world in many ways. Warlord of the Saints Peace on Earth. The Time. Now. YOU want answers. Variable time?, you got it, is there a God?, you got it, the cure for cancer?, you may have it, what is gravity?, you got it, black holes?, you really don't want to know..... Episode 1. The Morning After. When



*the Hangover meets the Da Vinci code, there really is only one result. Mayhem. With earth teetering on the verge of Armageddon and with peace and prosperity about to be kidnapped into the depths of hell Mickey's life is following its usual pattern, get bat faced, do silly things, forget, wake up, repeat..... Does he give a monkey's ass wipe?, well he didn't create it did he....did he?. It looks like the false prophet is home and dry. John Carter, the Confederate soldier transported to distant Mars, must save his adopted world from an adversary who is every bit his equal on the Red Planet: Captain Joshua Clark, formerly of the Army of the Potomac and now the strategist for a species of star-hopping conquerors. While Carter and his staunch ally, the Thark chieftain Tars Tarkas, lead a legion of united Green Men and Red Men against the alien assailants, Dejah Thoris - the princess of Barsoom - is held captive by the bloodthirsty Clark in the fallen city of Helium. The "Invaders of Mars" storyline is cosmic-scale action and adventure, courtesy of Ron Marz, the groundbreaking writer of Green Lantern! As the last remnants of humankind face extinction at the hands of a ruthless alien foe, the ultimate battle is building. The terrible Csendook destroyers have gathered in the Warhive, a huge gladiatorial arena, ready to destroy its enemy. But as the fearsome warlord, Auganzar, relentlessly searches the galaxy for his victims, internal and external forces conspire to bring about an end to the bloody, thousand-year crusade. It is only on the planet of Innasmorn where the last refuge of humanity lives, and it is up to the young, courageous Ussemitus to take up arms and defend their right to not just survive...but to thrive. A gathering storm of chaos and destruction looms...and only the strong will live. John Carter, a hero of the American Civil War now at home on Mars, has survived the Kahori invasion alongside his beloved princess, Dejah Thoris. As the capital city of Helium rebuilds, the loving couple leave for the outlands to recuperate... but rest and relaxation are not in their future. All across Barsoom, sinister forces conspire against them. From savage Warhoon raiding parties to the artificial (and lovelorn) beast known as the Hormad, from the god-like sand spirit Jartak to the last of the world-conquering White Martians, the most evil creatures to ever walk the Red Planet stalk forth from the shadows to challenge the Warlord of Mars! The Warlord of Mars' is a science fantasy novel by American writer Edgar Rice Burroughs, third in his*

*'Barsoom series'. Just like his famous tarzan series, this too got first published in All-Story Magazine. This novel continues where the previous one in the series, 'The Gods of Mars' abruptly ended. At the end of the previous book, John Carter's wife, princess Dejah Thoris, is imprisoned in the Temple of the Sun by the vile pretender goddess Issus. It is said that one has to wait an entire Barsoomian year before the room the prisoner is in revolves back to the entrance. Collects issues 10-18 of the series! John Carter disappeared from Mars as mysteriously as he arrived. Days before he did, an unknown assassin murdered the guardian of the Red Planet's life support system. Carter himself is implicated in the horrific crime, and it's up to his princess, Dejah Thoris, to clear his name. That would be tough enough, but someone is trying to kill Dejah, too! With enemies all around her, both seen and unseen, she'll need all the help she can get. A murder mystery of Barsoomian proportions and more in the Warlord of Mars A murder mystery of Barsoomian proportions and more in the Warlord of Mars 2 Vol TP! Collects Warlord of Mars #26-35! John Carter smashed the power of the Therns, the evil priests who enslaved Mars for thousands of through Carter's beloved, Dejah Thoris. Shang has kidnapped the princess and is heading for a remote kingdom that still blindly clings to his discredited faith. Meanwhile, distressing evidence emerges of a conspiracy that threatens to break the fragile peace, plummeting the Red Martians against the savage Green hordes! Can Carter's most steadfast ally, the mighty Tars Tarkas, overcome his own bestial urges and save the planet? When he escapes from the monastery, sixteen-year-old Yoshitsune joins his older brother in leading the outlawed Genji clan against the ruling Heiki clan in twelfth-century Japan. Marla Wolfblade is reeling from the loss of her closest advisor, who taught her how to rule a kingdom and to take control of Hythria. But Marla's plans for revenge are disrupted when she discovers a dangerous adversary. And on their borders, a neighbouring kingdom has massed its troops for invasion. Damin Wolfblade, Marla's eldest son, finds his ability to fight back is thwarted by tradition, politics and the dangerous foolishness of the High Prince. Back in the city of Krakendar, Damin's uncle Mahkas awaits news of the battle and has sealed the gates against his nephew's return. With the population on the brink of starvation, it seems only theft on an unprecedented scale can free Krakandar from Mahkas's madness*

*and tyranny ... and destroy Hythria's web of secrets and lies. An alien warlord embarks on his final purge in the third novel in the epic Star Requiem fantasy series following Thief of Dreams. Adrian Cole's acclaimed Star Requiem series welcomes readers to Innasmorn, a planet where the elements are worshipped as gods . . . and where mankind is considered the enemy. As the last remnants of humankind face extinction at the hands of a ruthless alien foe, the ultimate battle is building. The terrible Csendook destroyers have gathered in the Warhive, a huge gladiatorial arena, ready to vanquish their enemy. But as the fearsome warlord Auganzar relentlessly searches the galaxy for his victims, internal and external forces conspire to bring about an end to the bloody, thousand-year crusade. It is only on the planet of Innasmorn where the last refuge of humanity lives, and it is up to the young, courageous Ussemitus to take up arms and defend their right not just to survive . . . but to thrive. A gathering storm of chaos and destruction looms . . . and only the strong will live. Don't miss the entire Star Requiem quartet: Mother of Storms, Thief of Dreams, Warlord of Heaven, and Labyrinth of Worlds. Far to the north, in the frozen wastes of Polar Mars, lay the home of the Holy Therns, sacred and inviolate. Only John Carter dared to go there to find his lost Dejah Thoris. But between him and his goal lay the bones of all who had gone before. This is the story of Roger Landes - "Aristide" of F Section, Special Operations Executive - who was born in Paris of British parents and came to London in 1938, to work in the LCC's Architects Department. After being trained as a wireless operator in the Royal Signals, he was recruited into SOE, where he trained with figures such as Claude de Baissac and Harry Pueleve. Although jinxed in his attempts to parachute into France, including being "shot down" by an owl, he eventually became wireless operator in Bordeaux for the "Scientist" circuit. Just as he took over command of the circuit, he was betrayed and forced to flee, and later returned to find only one contact alive and in place. By D-Day he commanded over 5000 armed, trained resisters who disrupted transport in the region by destroying 438 locomotives and numerous power-lines. By the Liberation, he commanded more than 7000 men and had organized the peaceful transition to French government in South-West France. Ordered out of the country by de Gaulle, Landes had a spell in hospital before being parachuted into Malaya to train*

*the population to resist the Japanese, and was there at the surrender in August 1945. Following de Gaulle's resignation he was highly decorated by the French Government, and in 1992 was made an Officer of the Legion d'Honneur. He also holds the MC and Bar, and the Croix de Guerre. The war to pull Earth and humanity back from the iron grip of slavery shifts against an inhuman enemy both calculating and unpredictable. For those with the knowledge and will to reclaim their planet, a blueprint for survival has emerged: to challenge the future, they must reckon with the chilling and immutable past. Several baronies have disappeared, as if swallowed by the earth. Strange disturbances lead Kane and the others to a giant sinkhole in a remote and wild area of Mexico, where reality merges with an ancient culture of sorcery. Here, a beautiful, mysterious guerilla leader wages war against a terrifying army of demons spiriting humans into the subterranean netherworld. Joining the fight, the Cerberus rebels invade the cavernous chambers of a hidden world, and confront a self-styled warlord using preDark nuclear tech to rule the depths of the planet.*

*"Wilhelm II or William II (German: Friedrich Wilhelm Viktor Albrecht; English: Frederick William Victor Albert) (27 January 1859? 4 June 1941) was the last German Emperor (Kaiser) and King of Prussia, ruling the German Empire and the Kingdom of Prussia from 15 June 1888 to 9 November 1918. He was a grandson of the British Queen Victoria and related to many monarchs and princes of Europe. Crowned in 1888, he dismissed the Chancellor, Otto von Bismarck, in 1890 and launched Germany on a bellicose "New Course" in foreign affairs that culminated in his support for Austria-Hungary in the crisis of July 1914 that led to World War I. Bombastic and impetuous, he sometimes made tactless pronouncements on sensitive topics without consulting his ministers, culminating in a disastrous Daily Telegraph interview that cost him most of his power in 1908. His generals dictated policy during World War I with little regard for the civilian government. An ineffective war leader, he lost the support of the army, abdicated in November 1918, and fled to exile in the Netherlands."--Wikipedia.*

*Lust. Greed. Savagery. As an Omega Kristján Black is no stranger to wicked men. However, when his cousin owes a debt too great to pay back, he's sold like cattle to the highest bidder. Captured, stripped of his identity, and sent to serve as a slave to a brutal warlord,*

*Kristján can't help but feel this is a fate worse than death. Theron Decimus is a brute. A warlord with a vicious hatred for all skrælingjar. Too bad that's just what Kristján is. Half-human and half-wolf, he doesn't have a place in this world, much less as a slave. As a trusted advisor to Lucious Rex, the King of the Titans, Theron is dangerous. Deadly. And most of all, devastating. A man that ruthlessly only wants to crush him. Kristján must resist the temptation to let him. Warning: this is a MM historical fiction Viking romance, that includes dubious consent, mm romance werewolf shifters, mm paranormal romance, mm first-time romance, mentions of past sexual assault, mm enemies to lovers, assassination attempts, and a HEA. Martians live forever - everyone knows that. So what was Dejah Thoris doing all those hundreds of years before John Carter arrived? Four hundred years before the events of Warlord of Mars took place, Dejah's nation of Helium was divided into two warring city-states. An unscrupulous overlord from afar encouraged that rivalry to his own advantage, until he discovers a terrible secret from Mars's ancient past beneath Dejah Thoris' capital. A secret to kill for! Collecting the first five issues of the hit series in one volume, with bonus material and a complete cover gallery from artists such as Art Adams, Joe Jusko, Paul Renaud, Sean Chen, and Ale Garza. John Carter and Dejah Thoris discover what may well be the key to repairing the dying atmosphere of Mars. But the long-lost technology of the White Martians is not only protected by deadly robots, it's also being sought by other agents who will stop at nothing to retrieve it. John and Dejah might well save Mars, but only if they can save themselves! The start of a two-part story that could change Mars forever! His empire endangered by the diabolical schemes of the evil witch Csitra, Dray Prescot is summoned by the powerful Star Lords who warn of a dread menace approaching from the South. Dray must take on all challengers to become the Warlord of Kregen, uniting his people against the dual threat of Csitra's deadly magic and a seemingly unstoppable invasion by the Shanks, piratical warriors from the Southlands. This edition contains a glossary to the Witch War cycle. Warlord of Antares is the thirty-seventh book in the epic fifty-two book saga of Dray Prescot of Earth and of Kregen by Kenneth Bulmer, writing as Alan Burt Akers. The series continues with Scorpio Reborn. Places Aztec civilization and history in the context of world history Montezuma (ca.*

1466-1520), who had been educated as a priest and had served well as a military commander, ascended to the Aztec throne in about 1502 on the basis of his military record and reputation for piety. As Peter G. Tsouras demonstrates, almost immediately Montezuma transformed himself from a man of good judgment to a pitiless autocrat. He killed indiscriminately at home and waged wars of conquest against his neighbors, adding territory in contemporary Honduras and Nicaragua to his empire. In 1519, Hernán Cortés arrived in Mexico at the head of a Spanish expedition. Montezuma believed the invaders to be gods fulfilling the prophecy that the god Quetzalcoatl would return. He failed to resist and cautiously offered gifts. As a result, Cortés and the conquistadors marched on the capital and seized Montezuma. The monarch fell, surrendering his power, wealth, and even the sovereignty of his people, almost gladly. He became a puppet of the Spaniards and finally allied himself in battle against his own people. When the emperor's brother at last led an uprising, the ungrateful Spaniards killed Montezuma. Against the backdrop of ancient Mexico's rich cultural heritage, Tsouras captures the tragedy that befell Mexico during Montezuma's reign. 233 Pages! Collects the first 9-issues of the hit series, along with bonus material and a complete cover gallery featuring such great artists as Alex Ross, Joe Jusko, J. Scott Campbell, Lucio Parrillo, and more. The original warrior of Mars comes to Dynamite! Warlord of Mars is an incredible enhancement of the classic Edgar Rice Burroughs story, Princess of Mars. If you thought you knew the story, think again! Featuring John Carter, an ex-cavalry officer in the Confederate Army who finds himself mysteriously transported to Mars, joined on his adventures by Tars Tarkas, his Martian comrade, and Dejah Thoris, a Martian Princess.

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