

# Far Arena

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**The Strand Magazine** - 1917

Bressio - Richard Ben Sapir 2015-10-13

A New York investigator risks his life to look into

shady activity at a downtown loft. If only he'd listened to his mother and become a mob enforcer instead . . . Tipping the scales at 240 pounds, Alphonse Joseph Bressio is a big man in

New York's legal investigation biz, though he'd rather be doing almost anything else. If he had heeded his ample gut's feeling and refused a powerful lawyer's request to help out the paranoid ex-girlfriend of middle-age, drug-dealing loser L. Marvin Fleish, Bressio could have spared himself a headache bigger than his appetite and gambling problem combined. But his soft heart got the best of him. Now the portly PI is running afoul of local mobsters, overzealous federal narcs, and blue-blooded ex-government functionaries by looking too closely into strange doings at a downtown loft that the cops aren't talking about, despite the unusual number of corpses that seem to be connected to it. Bressio is starting to think it would have been less hazardous to his health and sanity if he had followed in his father's footsteps and become a Mafia enforcer. At least it would have made his mother happy. From Richard Ben Sapir, cocreator of The Destroyer series, comes a wild and woolly, tongue-in-cheek take on the

hardboiled detective novel. Sapir's Bressio is a nonstop delight, frenetic and funny with a truly outrageous cast of anti-heroes, detestable villains, hard-luck bystanders, and arguably the most endearingly unforgettable protagonist ever to grace the pages of noir crime fiction.

#### **Legislative Documents** - Iowa 1902

Contains the reports of state departments and officials for the preceding fiscal biennium.

#### **Spies** - Richard Ben Sapir 2015-10-13

An FBI investigation of a German spy ring on American soil threatens to devastate lives, loves, and families forty years after the end of World War II. A watertight packet is discovered by a diver in the waters surrounding Block Island. Unrecovered detritus from the last German U-boat sunk off the coast of Rhode Island, it contains secret codes suggesting that a Nazi spy ring operated in the United States during the darkest days of World War II. If confirmed, it could prove a major embarrassment to the FBI—whose late director, J. Edgar Hoover, once

assured the government there were no spies in the country—so the Bureau sends one of its best, Unit Chief Todd Oliver, to Newport to investigate. A war that ended four decades earlier is not yet over for some in this New England naval town, as Oliver’s mission threatens to destroy the lives and relationships of the guilty and the innocent alike. Suddenly, dark, lingering shadows are everywhere, enveloping respected pillars of the community, the wealthy and powerful in their mansions on “the Avenue,” and respectable, law-abiding citizens who merely wish to forget. Even Oliver himself is not safe, as the agent’s inquiries into secret wartime espionage begin unraveling strong, sacred bonds of love, friendship, and family, tempting the dedicated operative to compromise everything he stands for in the face of a shocking murder that rocks Newport society to its core.

**The Far Arena** - Richard Ben Sapir 2015-10-13  
Released from the Arctic ice after two millennia,

a Roman gladiator contends with his haunted memories and the modern world in this “marvelous” novel (Los Angeles Times). While exploring the polar expanse for an oil company, geologist Lew McCardle discovers something remarkable: a body encased in the ice. Even more remarkable, the skills of a Russian researcher bring the man miraculously back to life. This strange visitor from the distant past has an amazing story to tell. With the help of a Nordic nun who translates from his native Latin, Lucius Aurelius Eugenianus reveals that in the era of Domitian he was a champion in the ancient Roman Coliseum, a gladiator known far and wide as the greatest of all time. But now the warrior Eugeni must readjust to this new world, with its bizarre customs, hidden traps, and geopolitical and moral complexities, as he struggles to come to terms with painful memories of loves and glories lost, and the bloodthirsty imperial politics and heartbreaking betrayals that ultimately led him to this time and

place. An ingenious amalgam of science fiction, fantasy, and history, Richard Ben Sapir's *The Far Arena* is a breathtaking work of literary invention, at once thrilling, poignant, and thought-provoking.

*The Best of the Destroyer* - Warren Murphy  
2013-05-03

In combination with the launch of *The New Destroyer*, brand-new novels continuing this bestselling, action-packed series, Forge is publishing this omnibus of three of the definitive *Destroyer* novels. Hand-picked by co-creator and co-author Warren Murphy, these three novels serve as both a revisit to the golden age of the series and a great introduction to what Remo Williams and his Sinanju master, Chiun, have been up to for the past thirty years. Included are: *The Destroyer: Chinese Puzzle* The US President calls upon the service of Remo and Chiun to smash an Asian conspiracy that could lead to a US-China confrontation . . . if the superhuman weapon of destruction fails, it could

mean the end of the USA. *The Destroyer: Slave Safari* There is a secret only Chiun knows. America has committed a sin against him he cannot pardon -- and he will not even share it with Remo Williams, the *Destroyer*, whom he has taught all his skills and loves as a son. Deep in Africa, countless feuds that have blazed for many centuries are quickly being resolved by death and massacre. A massive conspiracy is unearthed surrounding the centuries-old slave trade, and only Remo can unravel it. *The Destroyer: Assassin's Playoff* After a brutal fight in the streets of New Jersey, Remo and Chiun find themselves in battle after battle. Their arch-enemy and fellow assassin, the Maestro of Mayhem known as Nuihc, is hoping to knock out his competition. It all comes to a boil in Chiun's hometown in North Korea as the *Destroyer* finds himself in a fight to the death. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. *The Arena* - 1890

**Far Arena** - Lynda Williams 2009-05

A sophisticated society run by incorruptible AIs is prepared to do anything for their own survival.... With Amel's life hanging in the balance, Rire and Sevildom square off over their political differences. Sevoldites have finally acknowledged the vulnerable but civilized people of the Reetion Confederacy as independent commoners. But the supposedly enlightened Reetions prove far from being the harmless pacifists they claim to be - the overt concern about Amel's mental health masks a deep fear for the security of their incorruptible AIs which are key for their survival. The Reetions want the answers Amel has locked deep inside his memory, and some of them want to change his personality medically. As the rising social hysteria sets the stage for diplomacy between the Reetions and Sevildom, Amel's Reetion-raised brother, Erien, is forced into realization that even a civilization based on total transparency can be twisted in its motives for

pursuing the truth...prepared to stop at nothing to gain it.

**America in the Round** - Donatella Galella 2019-03-15

More than a chronicle, *America in the Round* is a critical history that reveals how far Washington D.C.'s Arena Stage could go with its budget and racially liberal politics, and how Arena both disputed and duplicated systems of power. With an innovative "in the round" approach, the narrative simulates sitting in different parts of the arena space to see the theatre through different lenses--economics, racial dynamics, and American identity.

**The Far East** - Kinnosuké Adachi 1907

*Attack at the Arena* - Paul McCusker 2012-03-27  
Over 1 million sold in series! Patrick and Beth learn that Mr. Whittaker's fancy ring can be seen inside the Imagination Station but not outside of the machine. A mysterious letter leads the cousins to fifth-century Rome in search of a

special cup that belongs to a monk. If found, the cup could keep the mysterious Albert out of prison. At the Roman Colosseum, Emperor Honorius is hosting a gladiator battle in celebration of a war victory. Beth attends the event as the emperor's slave; Patrick attends as a monk's apprentice but is taken prisoner and sent to fight in the arena. During their adventure, the cousins meet Telemachus (a true historical figure), a monk who believes that fighting is wrong. Telemachus is willing to risk everything—even his life—to stop the killing. When the cousins return with the cup, they find that a third letter has been sent with more information about Albert's fate.

**An Anthology of Indian Tales** - Charles Augustus Kincaid 1922

The Saturday Evening Post - 1951

The Arena's Call (Adventures on Brad #4) - Tao Wong

To Quest, To Win, To Progress. The Arena Awaits. As Advanced Adventurers, Daniel and his friends journey to Silverholt to attempt larger and more dangerous Dungeons. But just because they've graduated from Beginner Dungeons doesn't mean they'll get any more respect from the experienced Adventurers that make up their new city. They'll have to train, struggle and take part in an arena battle to win a chance at to enter the new Dungeon and some respect. The Adventures of Brad series is a traditional fantasy story with LitRPG elements and features a Catkin, a Healer and an enthusiastic barbarian. The Far Away Brothers (Adapted for Young Adults) - Lauren Markham 2019-08-20  
The inspiring true story about identical twin teenage brothers who escape El Salvador's violence to build new lives in California as undocumented immigrants, perfect for fans of Enrique's Journey and anyone interested in learning about the issues that underlie today's conversations about DACA and immigration

reform. Ernesto and Raúl Flores are identical twins, used to being mistaken for each other. As seventeen-year-olds living in rural El Salvador, they think the United States is just a far-off dream--it's too risky, too expensive to start a life there. But when Ernesto ends up on the wrong side of MS-13, one of El Salvador's brutal gangs, he flees the country for his own safety. Raúl, fearing that he will be mistaken for his brother, follows close behind. Running from one danger to the next, the Flores twins make the harrowing journey north, crossing the Rio Grande and the Texas desert only to fall into the hands of immigration authorities. When they finally make it to the custody of their older brother in Oakland, California, the difficulties don't end. While navigating a new school in a new language, struggling to pay off their mounting coyote debt, and anxiously waiting for their day in immigration court, Raul and Ernesto are also trying to lead normal teenage lives--dealing with girls, social media, and fitting in. With only each

other for support, they begin the process of carving out a life for themselves, one full of hope and possibility. Adapted for young adults from the award-winning adult edition, *The Far Away Brothers* is the inspiring true story of two teens making their way in America, a personal look at U.S. immigration policy, and a powerful account of contemporary immigration. A Junior Library Guild Selection "Both touching and educational. . . . Gets inside the heads and hearts of immigrants." --Kirkus, Starred Review "A must for all young adult nonfiction shelves." --School Library Journal, Starred "Visceral and informative, this is a necessary read for today's youth." --Booklist

*Arena* - Karen Hancock 2002-05

Callie Hayes finds her life in peril after agreeing to participate in a psychology study, where the examiners cast her into an alien world called the Arena, with only a guidebook and a few supplies to help her return home.

*Gold, Blood and Power* - James Lacey 2018-04-04

This monograph presents a survey of the crucial link between state (national) power and finance from the ancient era through the present day. Cicero once said that the true sinew of war was "endless streams of money." His observation remains as accurate today as it was when Rome first began constructing its Empire.

Unfortunately, too many historical works leave this crucial underpinning link out of their narratives. Even those that do economic and financial concerns typically miss the fact that the size of a state's economy often has little to do with its capacity to wield influence on the global stage. Much more crucial in this regard is the possession of an administrative system capable of efficiently mobilizing a state's resources. It was such an administrative apparatus that allowed Britain to punch far above its weight in the international arena for centuries. As a survey, this work is far from comprehensive, but the author hopes it will provide a stepping stone for a much-needed in-depth examination of the

topic.

**In the Arena** - Peter Shea 2021-07-13

A collection of illustrated articles about select candidates who ran for and lost the election for the office of U.S. President, from Aaron Burr in 1800 to Hillary Clinton in 2016; includes a foreword by the 1988 Democratic nominee for president, Michael Dukakis.

**The Far Arena** - Richard Sapir 1978

**The Best We Share** - Christoph Brumann  
2021-03-01

The UNESCO World Heritage Convention is one of the most widely ratified international treaties, and a place on the World Heritage List is a widely coveted mark of distinction. Building on ethnographic fieldwork at Committee sessions, interviews and documentary study, the book links the change in operations of the World Heritage Committee with structural nation-centeredness, vulnerable procedures for evaluation, monitoring and decision-making, and



loose heritage conceptions that have been inconsistently applied. As the most ambitious study of the World Heritage arena so far, this volume dissects the inner workings of a prominent global body, demonstrating the power of ethnography in the highly formalised and diplomatic context of a multilateral organisation.

### **The Chester White Swine Record - 1917**

Quest - Richard Ben Sapir 2015-10-13

The coauthor of the Destroyer series brings an age-old quest to modern-day New York in this “brilliant [and] imaginative” thriller (TheNew York Times Book Review). When a jewel-encrusted, gold saltcellar appears for sale in New York, speculation around the piece soars. The gems alone make the vessel incredibly valuable, but some are convinced something even more priceless hides within: nothing less than the legendary Holy Grail. After the owner of the piece is brutally murdered and the cellar taken, speculation turns to conviction—and a

deadly hunt for the missing artifact is on. Claire Andrews knows nothing of riches, glory, or mythical relics; she only wishes to avenge the death of her father, who was killed after putting his gold saltcellar on the market. She enlists the help of NYPD detective Artie Modelstein to hunt down the men responsible. But their search for truth lands them unwittingly in the middle of a mystery that has spanned centuries—a lethal quest for power from which no one escapes unscathed . . . Filled with sharp allusions, breathtaking suspense, and clever twists, this is a “surprisingly gripping” fast-paced thriller perfect for fans of The DaVinci Code and The Rule of Four (Kirkus Reviews).

*The Far East* - 1898

### **Sands of the Arena and Other Stories - Ben Kane 2021-09-16**

From Sunday Times Bestselling author Ben Kane comes a collection of short stories: Sands of the Arena Can a wet-behind-the-ears gladiator

survive a bloody contest ordered by Emperor Caligula? The Shrine Centurion Tullus discovers that Fate will always hold him in her grip. The Arena Legionary Piso's much anticipated payday plays out very differently than he expected.

Eagles in the East Caught up in a bloody rebellion, Centurion Tullus battles to keep his men alive. Eagles in the Wilderness Bored with retirement, Centurion Tullus takes service with an amber merchant, voyaging to unknown, dangerous lands far beyond the empire.

Hannibal: Good Omens History's most famous general seeks the gods' approval before his war with Rome. The March Romulus and Tarquinius travel to the ends of the earth, searching for their lost friend Brennus.

**Arena's Sanctuary** - Tia M. Myricks 2018-09-18  
We pick up exactly where we left off in the first book, Arena's Forum. Only this time, in the form of a "tell-all" autobiography, as told and penned by Arena herself, so you won't be able to put it down! Last we left her, Arena was failing

miserably at life, but her failures don't end there because, spoiler alert: she botched her suicide attempt. Revived, renewed and released from a mental ward, Arena goes on a quest to reinvent herself as a successful business mogul in the world of organized crime; forming new alliances and partnerships that prove to be lucrative, and deadly. Suddenly finding herself in the cross-hairs of Merchant, a YouTube rapper-slash-dope-dealer-turned-infamous, Arena uproots her premium life of luxury to go into hiding in order to avoid him--and a possible prison sentence. Meanwhile, Arena's pro-basketball Hall of Fame parents adjust to living "out and proud" and away from the rest of the James Family clan that has sadly drifted apart in her absence. Familiar with heartache, and no stranger to heartbreak, she is forced to revisit the pain of lost love but will she ignite an old flame, or start love anew? More importantly, will Arena's business dealings lead her down a path of death, destruction, incarceration, or all of the above? Arena's

Sanctuary is the sequel any fan of the Arena series would wish for. The book as a whole represents growth; in the author, the storytelling, and the leading character. It has highs and lows, ups and downs, good and evil, love and hate, along with the unexpected, signature twists we are blind to, but have come to expect from budding author Tia M. Myricks.

**Who's who in the Far West** - Franklin Harper  
1913

*Arena 13* - Joseph Delaney 2016-01-07

The first book in the exhilarating new fantasy sequence from Joseph Delaney, the multi-million-selling author of *The Spook's Apprentice*.

Welcome to Arena 13. Here warriors fight.

Death is never far away . . . Leif has one ambition: to become the best fighter in the notorious Arena 13. Here, punters place wagers on which fighter will draw first blood. And in grudge matches, they bet on which fighter will die. But the country is terrorized by the creature

Hob, an evil being who delights in torturing its people, displaying his devastating power by challenging an Arena 13 combatant in a fight to the death whenever he chooses. And this is exactly what Leif wants . . . For he knows Hob's crimes well. and at the heart of his ambition burns the desire for vengeance. Leif is going to take on the monster who destroyed his family. Even if it kills him.

**Legislative Documents** - Iowa. General  
Assembly 1902

Contains the reports of state departments and officials for the preceding fiscal biennium.

**Arena** - Holly Jennings 2016-04-05

A fast-paced and gripping near-future science fiction debut about the gritty world of competitive gaming... Every week, Kali Ling fights to the death on national TV. She's died hundreds of times. And it never gets easier... The RAGE tournaments—the Virtual Gaming League's elite competition where the best gamers in the world compete in a no-holds-

barred fight to the digital death. Every bloody kill is broadcast to millions. Every player is a modern gladiator—leading a life of ultimate fame, responsible only for entertaining the masses. And though their weapons and armor are digital, the pain is real. Chosen to be the first female captain in RAGE tournament history, Kali Ling is at the top of the world—until one of her teammates overdoses. Now, she must confront the truth about the tournament.

Because it is much more than a game—and even in the real world, not everything is as it seems. The VGL hides dark secrets. And the only way to change the rules is to fight from the inside...

[Arena](#) - Holly Jennings 2016-11-01

Now in trade paperback, the “thrilling” (New York Times bestselling author Jason M. Hough) near-future science fiction debut about the action-packed world of competitive gaming...

Every week, Kali Ling fights to the death on national TV. She’s died hundreds of times. And it never gets easier... The RAGE tournaments—the

Virtual Gaming League’s elite competition where the best gamers in the world compete in a fight to the digital death. Every kill is broadcast to millions. Every player leads a life of ultimate fame, responsible only for entertaining the masses. And though their weapons and armor are digital, the pain is real. Chosen to be the first female captain in RAGE tournament history, Kali Ling is at the top of the world—until one of her teammates overdoses. Now she’s stuck trying to work with a hostile new teammate who’s far more distracting than he should be.

Between internal tensions and external pressures, Kali is on the brink of breaking. To change her life, she’ll need to change the game. And the only way to revolutionize an industry as shadowy as the VGL is to fight from the inside...

[Millard's Review of the Far East](#) - 1918

*Under the Big Top* - Courtney Ryley Cooper 1923

*Northern Italy, as Far as Leghorn, Florence, and*

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*Ancona, and the Island of Corsica* - Karl Baedeker (Firm) 1868

**Imperial Connections** - Thomas R. Metcalf  
2008-10-20

"Imperial Connections challenges the Eurocentrism implicit in many accounts of modern European empires. Focusing on the British empire when it was at its zenith, Metcalf analyzes the pivotal role the Raj played in the running of the empire in regions as far flung from one another as, say, Egypt, Uganda, Natal, and the Malay peninsula. This innovative book is a real tour de force from a respected and versatile historian of India."—Dipesh Chakrabarty, author of *Provincializing Europe: Postcolonial Thought and Historical Difference*  
"As he has done regularly throughout his career, Thomas Metcalf has once again refreshed the study of British imperial history with a bold new perspective. *Imperial Connections* puts South Asians—soldiers, policemen and labourers—right

at the heart of his study."—C.A. Bayly, Cambridge University, author of *The Birth of the Modern World* "This is a distinctly original study which re-centers colonial power in provocative ways. Metcalf asks a simple question—why were Indians so persistently to be found elsewhere in the British empire, and in such significant numbers? Then elegantly offers answers that force us to re-think the operations of imperial power in critical ways. Wide-ranging, elegantly written, and meticulously researched, Metcalf's is an important and a persuasive study."—Philippa Levine, author of *Prostitution, Race and Politics: Policing Venereal Disease in the British Empire*, and forthcoming, *The British Empire, Sunrise to Sunset*

*Challenges of the Deeps* - Ryk E Spoor  
2017-03-07

SEQUEL TO GRAND CENTRAL ARENA AND SPHERES OF INFLUENCE. The climax of the Arenaverse adventure SF series! The Arena: a vast alien otherspace that all species were

forced to enter when they discovered faster-than-light travel. The Arena: where the lives of entire species might hang in the balance in a single Challenge. The Arena: filled with mysteries, alliances, betrayals, opportunities, and hideous dangers for individual and empire alike. And the only thing you couldn't do . . . was refuse to play the Arena's game. Ariane Austin and her crew had learned these lessons the hard way, and—with luck, skill, and sheer will, had managed to survive so far. But now a debt of honor to Humanity's oldest, if sometimes self-serving, ally Orphan has come due. The threat of war looms with the xenophobic Molothos, one of the five Great Factions; the dark and omnipresent legacy of the Hyperion Experiment lingers. As Leader of the Faction of Humanity, Captain Ariane Austin had to deal with all of these problems, and deal with them soon. For within her was also the alien power that the Shadeweavers and the Faith had sealed away—with a seal that would not last forever.

She needed to find a way to control that power before it broke free—or more than just Humanity would pay the price. Now Ariane must travel with Orphan into the legendary Deeps of the Arena, far from any known Spheres—to a destination only the enigmatic alien knows, leaving behind one of her most trusted friends and advisors to confront whatever new trials the Arena may throw at Humanity in her absence. But before Ariane can depart, she must deal with a minor matter of a Challenge against one of the Great Factions—a Challenge with an entire species' citizenship in the Arena at stake! About Spheres of Influence: “Fast and entertaining action and a world that has the feel of Asimov’s Foundation series.”—Sarah A. Hoyt, author of the Darkship saga About Ryk E. Spoor’s Grand Central Arena: “...an imaginative piece of space opera that’s set on a near-future Earth where artificial intelligence is taken for granted.”—Shiny Reviews “Grand Central Arena’ is space opera in the grand old tradition . . . but

with modern sensibilities and awareness of current speculations in cutting edge physics.”—Fantasy Book Critic About the Threshold Series by Ryk E. Spoor and Eric Flint “. . . fast-paced sci-fi. . . light in tone and hard on science . . .” —Publishers Weekly “. . . [the series is filled with] linguistics, biology, physics, and evolution further the story, as well as wacky humor, academic rivalries, and even some sweet romances.” —School Library Journal About Ryk E. Spoor's Phoenix Rising: “A winner! Great characters, and thrilling adventure. I want more!”—Ed Greenwood, best-selling author of the Forgotten Realms series “[E]xciting adventure, scary monsters, strange gods, and wondrous magic.”—Lawrence Watt-Evans

**Arena One: Slaverunners (Book #1 of the Survival Trilogy)** - Morgan Rice 2012

From Morgan Rice, #1 Bestselling author of THE VAMPIRE JOURNALS, comes the first book in a new trilogy of dystopian fiction. New York. 2120. American has been decimated, wiped out

from the second Civil War. In this post-apocalyptic world, survivors are far and few between. And most of those who do survive are members of the violent gangs, predators who live in the big cities. They patrol the countryside looking for slaves, for fresh victims to bring back into the city for their favorite death sport: Arena One. The death stadium where opponents are made to fight to the death, in the most barbaric of ways. There is only one rule to the arena: no one survives. Ever. Deep in the wilderness, high up in the Catskill Mountains, 17 year old Brooke Moore manages to survive, hiding out with her younger sister, Bree. They are careful to avoid the gangs of slaverunners who patrol the countryside. But one day, Brooke is not as careful as she can be, and Bree is captured. The slaverunners take her away, heading to the city, and to what will be a certain death. Brooke, a Marine's daughter, was raised to be tough, to never back down from a fight. When her sister is taken, Brooke mobilizes, uses everything at her

disposal to chase down the slaverunners and get her sister back. Along the way she runs into Ben, 17, another survivor like her, whose brother was taken. Together, they team up on their rescue mission. What follows is a post-apocalyptic, action-packed thriller, as the two of them pursue the slaverunners on the most dangerous ride of their lives, following them deep into the heart of New York. Along the way, if they are to survive, they will have to make some of the hardest choices and sacrifices of their lives, encountering obstacles neither of them had expected—including their unexpected feelings for each other. Will they rescue their siblings? Will they make it back? And will they, themselves, have to fight in the arena? ARENA ONE is Book #1 in the Survival Trilogy, and is 85,000 words.

### **The American Missionary** - 1887

Vols. 13-62 include abridged annual reports and proceedings of the annual meetings of the American Missionary Association, 1869-1908; v.

38-62 include abridged annual reports of the Congregational Home Missionary Society's Executive Committee, 1883/84-1907/08.

### *The Body* - Richard Ben Sapir 2015-10-13

A skeleton found in Jerusalem, believed to be the body of Jesus, may plunge the world into chaos: “Totally riveting—right up to the last page” (The San Diego Union). In a hidden tomb in the ancient city of Jerusalem, the skeleton of a man who died two millennia ago is uncovered by Israeli archaeologist Sharon Golban and her team. The body bears the unmistakable marks of crucifixion; an inscription written in Aramaic identifies the remains as belonging to the “King of the Jews.” It is a discovery that could rock the civilized world—inciting riots, toppling governments, and destroying the very foundations of the Christian Church—if it is truly the unrisen body of Jesus Christ. Dispatched by the Vatican to investigate in secret, Jesuit priest and former US Marine Jim Folan joins Dr. Golban in a frantic race to uncover the truth.



The shocking revelations that await them will test his beliefs, his will, and his sanity as never before—leading Father Folan and his beautiful, brilliant partner into forbidden temptations while casting them both into a roaring maelstrom of fanatical faith and deadly politics. The Body is an ingenious “what if” tale that combines action, science, discovery, romance, and spirituality. Acclaimed author Richard Ben Sapir envelops the reader in the rich atmosphere of the mysterious and volatile Middle East while providing an enthralling adventure certain to provoke deep thought and inspire debate.

**The Arena** - Eugene Robert Black 2010-07-13

The Arena The Arena is a fictional powerhouse that incorporates all of the elements of a compelling work: greed, power, lust, love and conflict. All these traits exist in the ensemble of intelligent and resourceful characters that have made the world of high finance their livelihoods. The story takes the audience through the path of

greed-motivated transactions, questionable relationships and the uncertain desire to be morally and fiscally responsible. The protagonists are interesting, sharp and diverse in their goals and concerns. They are surrounded by others who are multi faceted and cunning. The deals spawn all areas of the financial sector into the world of leverage buyouts, junk bonds and financial manipulations that realistically affect our present economy. Alex Baldrige, an ambitious and narcissistic partner, one of the main players gives a specific and directed first impression as a young socialite who cares only for material wealth while disregarding others values. Alex’s changes leave the reader with a different impression at the conclusion of the work. The personalities are unforgettable and noteworthy. But bank on this, The Arena will excite and fascinate all those read it.

*The Strand* - 1917