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Glenn, a college sophomore, has a Sociology 102 paper that requires spending time with an unfamiliar group or culture. Luckily, two hot girls from his class have the same idea: Attend the university's game club to get reaction material for their papers. A creepy game moderator shows up, ready to start a game of Monsters, Maces and Magic. Glenn doesn't fret over the GM's disturbing vibe, figuring it'll lead to potential fodder for his paper. Moments after rolling up his character and beginning the adventure, Glenn, his two classmates, and three other players are drawn into the game, literally. How and why they got trapped in the game, transformed into their RPG characters are important questions, sure. But simply surviving a world filled with horrific creatures, unknown magic, and perilous roads is first on the list. Praise for Outpost! "Exciting and hilarious! It feels like a true game with friends." Dueling Ogres Podcast

David knows all about working in a dead-end job. At least he thinks he does. After a freak accident in the barren wilderness of the Australian outback, he finds himself confronted with the true meaning of the term. David is now a dungeon core, charged with producing armies of minions and ensuring his domain is a place where the unworthy go to die. But the accident not only transformed David, it fractured him. Part of his psyche still remains with his broken body. When an interloper wrestles control of the dungeon away from him, David must brave real-world perils to ensure that both he and the dungeon he has become will survive. Can David withstand the breaking of his body and ravaging of his soul? Will he reunite with his dungeon self in time to destroy the menace trying to take over his dungeon? There's only one way to find out-read Dungeon Configure today.

From award-winning war reporter Damien Lewis, the untold story of the heroic hellraisers who stormed a Nazi fortress—in one of the most daring raids of World War II . . . Winter, 1944. Allied forces have liberated most of Axis-occupied Italy—with one crucial exception: the Nazi headquarters north of the Gothic Line. Heavily guarded and surrounded by rugged terrain, the mountain fortress is nearly impenetrable. But British Prime Minister Winston Churchill is determined to drive a dagger into the “soft underbelly of Europe.” The Allied’s plan: drop two paratroopers into the mountains—and take the fortress by storm . . . The two brave men knew the risks involved, so they recruited an equally fearless team: Italian resistance fighters, escaped POWs, downed US airmen, even a bagpipe-playing Scotsman known as “The Mad Piper.” Some had little military training, but all were willing to fight to the death to defeat the Nazi enemy. Ultimately, the mission that began in broad daylight, in the enemy’s line of fire, would end one of the darkest chapters in history—through the courage and conviction of the unsung heroes who dared the impossible . . . “One of the most dangerous and effective attacks ever undertaken by this Regiment against the enemy.” —Lt Col Robert Walker-Brown, MBE DSO, senior SAS commander “Action-packed . . . Battleground history buffs will be entertained.” —Publishers Weekly

Introduction by China Miéville Long acknowledged as a master of nightmarish visions, H. P. Lovecraft established the genuineness and dignity of his own pioneering fiction in 1931 with his quintessential work of supernatural horror, *At the Mountains of Madness*. The deliberately told and increasingly chilling recollection of an Antarctic expedition’s uncanny discoveries—and their encounter with untold menace in the ruins of a lost civilization—is a milestone of macabre literature. This exclusive new edition, presents Lovecraft’s masterpiece in fully restored form, and includes his acclaimed scholarly essay “Supernatural Horror in Literature.” This is essential reading for every devotee of classic terror.

A New York Times Bestseller & Amazon Editor's Pick! After more than five hundred years of exile, the heir to the empyre is wary about his sudden reassignment to active duty on the Goblin War's front lines. His assignment to rescue an outpost leads to a dead-end canyon deep inside enemy territory, and his suspicion turns to dread when he discovers the stronghold does not exist. But whoever went to the trouble of planning his death to look like a casualty of war did not know he would be assigned to the Seventh Sikaria Auxiliary Squadron. In the depths of an unforgiving jungle, a legend is about to be born, and the world of Elan will never be the same. From Michael J. Sullivan, the New York Times, USA Today, and Washington Post bestselling author, a new adventure begins with the first book in *The Rise and Fall* trilogy. Although this series is set in the same world as the *Riyria* novels and the *Legends of the First Empire* books, it is a standalone tale. As such, no prior knowledge of the other works is required to enjoy this tale to its fullest.

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quires spending time with an unfamiliar group or culture. Luckily, two hot girls from his class have the same idea: Attend the university's game club to get reaction material for their papers. A creepy game moderator shows up, ready to start a game of Monsters, Maces and Magic. Glenn doesn't fret over the GM's disturbing vibe, figuring it'll lead to potential fodder for his paper. Moments after rolling up his character and beginning the adventure, Glenn, his two classmates, and three other players are drawn into the game, literally. How and why they got trapped in the game, transformed into their RPG characters are important questions, sure. But simply surviving a world filled with horrific creatures, unknown magic, and perilous roads is first on the list. Praise for Outpost! "Exciting and hilarious! It feels like a true game with friends." Dueling Ogres Podcast

The Silicate War has been over for fifteen years, and the tension among the dominant galactic races is growing. Many fear that the Umblegarri, the ancient alien race that ushered humanity into the interstellar galactic community during the Silicate War, have been targeted for conquest by the Crax and their allies. It's no longer speculation. The invasion is underway and Kra finds himself strapped to a hospital bed, critically injured and surrounded by hostile corporate lawyers, high ranking military and intelligence officials, ambitious members of the criminal justice apparatus, and an Umbelgarri diplomat. All are demanding answers or their pound of flesh. Krakista Keesay, a Class 4 Security Specialist, doesn't have the answers they demand. Why did he sabotage a top secret research facility? What was he doing on a quarantined planet? Why did he set up the civil transport Kalavar for destruction? Is that all? Not even close. Kra turns to his only option: Allow his brain to be hooked up to an experimental device so that he might prove his innocence. Or lose his mind.

Glenn, a college sophomore, hasn't gotten used to being a gnome healer, trapped in a world that functions under the rules of Monsters, Maces and Magic. Of course, acclimating isn't the plan. He, along with the other players drawn into the RPG world in the form of their characters, want to escape and return home. Stephi, Kirby, Ron, Derek and Glenn survived their first adventure into the Dark Heart Swamp, and are approached to once again enter the dismal marshland. An elf maiden, daughter of a baronet, has been taken captive by a band of goblins, and gold is offered for her rescue. Gold is needed, not only if the party hopes to escape the game world, but to live and survive its perils. Glenn and his party take the mission, even though they weren't the first choice. Beyond that, the foul swamp and its evil denizen may not be the greatest danger. A seer warns that their greatest threat lies in betrayal. Praise for Monsters, Maces, and Magic "Exciting and hilarious! It feels like a true game with friends." Dueling Ogres Podcast

Trapped in the game. Forced back to level 1. What's next, permadeath? Sky Realms Online is the largest and most popular Virtual Reality MMORPG ever made. Set amongst the mystical, floating islands of Hankarth, it's played and enjoyed by millions every hour. Until something goes wrong. Unable to log out, players find themselves reduced to level one, and in the starting zones. They receive a cryptic message from the developers stating that for unknown reasons, they are trapped in the game and may have to live out their lives within the virtual world. Hall is one of the those trapped in the game. He's been playing Sky Realms Online as a spear-wielding Skirmisher ever since the beta. And instead of panicking as many do, he decides to make the most of it; to play the game and live his new life, all while quietly hoping the developers will find a fix. It doesn't take Hall long to find out that, while some aspects of the game are the same, the difficulty level is beyond anything he's ever experienced. Together, with a new party of trapped players and NPCs with canned answers, Hall will find out just how different Sky Realms Online has become, and how playing a game is different from living the game... Experience the start of this unforgettable Fantasy LitRPG Adventure today! It's perfect for fans of J.A. Hunter, Dakota Krout and Edward Brody.

This collection contains all of Terry Ervin's published short stories to date. It includes tales of science fiction, horror, mystery, suspense and inspiration. "The Scene of My Second Murder" relays the tale of a wretched man seeking forgiveness while confronting revenge from beyond the grave. "Tethered in Purgatory" tells of a trapped soul's struggle to escape its cryogenically frozen body and reach heaven. In "Drug Dogs" a falsely accused student learns you can't always trust those who should be trusted. And those are just a few. Remorse and redemption, revenge and revelation, cowardice and courage—all are contained within this fast-paced and riveting collection. "This collection is truly a shotgun approach to genre with stories ranging from an old fashioned campfire horror story to a young man wrongly accused, to saving Earth from aliens in deep space. Terry Ervin proves himself a mas-

ter of many genres, and each story is a treat to read. —Earl Staggs, two-time Derringer Award winner and author of *Memory of a Murder* "I love short stories, and Terry Ervin is a master of the form in any genre. This collection has compelling characters and plots that send a chill down your spine, warm your heart, and make you think long after you've finished reading. For lovers of short stories, this collection is a must." —Angie Lofthouse, author of *Defenders of the Covenant* "Terry Ervin's collection of short stories is a wonderful read. Each story in the collection rings with authenticity. The author's prose flows smoothly and the pictures formed are clear and flawless. Some of the stories have a strong moral lesson, some simply a look inside Mr. Ervin's vivid imagination. All are entertaining." —William Weldy, author of *Outlaws* "From the fertile imagination of Terry Ervin comes a varied and entertaining collection of short stories with a little something for everyone. A delight!" -David Wood, author of *The Dane Maddock Adventures*

Epic fantasy in a post-apocalyptic world! All three First Civilization's Legacy novels in one collection! Flank Hawk What happens when fire-breathing dragons battle Stukas for aerial supremacy over a battlefield? Can an earth wizard's magic defeat a panzer? Krish, a farmhand turned mercenary, witnesses this and much more as he confronts the Necromancer King. Blood Sword Scouting along the western frontier, Flank Hawk discovers an army massing, the army of Fendra Jolain, Goddess of Healing. Weakened and battle weary, Keese and her allies cannot withstand Fendra Jolain's powerful army of men and beasts arrayed against them. One hope of survival remains: Retrieve the Blood Sword from the immortal Colonel of the West and bring its sinister strength to the battlefield. Soul Forge Young Enchantress Thereese lays stricken and silent, her vital essence sapped by the Shard Staff, edging ever closer toward death. Supreme Enchantress Thulease refuses to allow her daughter to fade beyond recovery. Enchantress Thulease recruits Mercenary Flank Hawk to accompany her as she seeks the legendary Sleeping Sage. Praise for Terry W. Ervin II and First Civilization's Legacy "Blood Sword is a tremendous installment in one of the most inventive and compelling fantasy sagas I have read in years!" -Stephen Zimmer, author of the *Fires in Eden* Series and *The Rising Dawn* Saga. "Blood Sword continues the adventures started in Flank Hawk, in which Ervin created a unique and detailed post apocalyptic world where magic works but ancient technologies from the First Civilization--our world--still exist. You'll cheer as they face off against griffins, fallen angels, gargoyles, and worse, in a fun, engaging adventure filled with wall to wall action." -David Forbes, author of the *Osserian Saga* "A worthy successor to the original novel, packed with action and entertainment." -Jim Bernheimer, author of the *Dead Eye* series and *Confessions of a D-List Supervillain* "A classic epic fantasy with plenty of original twists. You won't want to put it down, even when you've reached the end." -David DeBord, author of *The Silver Serpent* and *Keeper of the Mists* "Grab hold! Ervin's got the magic!" -C. Dean Andersson, author of the *Bloodsong Trilogy* "A curious blend of epic fantasy, modern techno-thriller and non-stop action-adventure." Erica Hayes, author of the *Shadowfae Chronicles* "Buy it or chalk it up on that long list of things you regret not doing!" Stephen Hines, author of *Hocus Focus*

Joe Laribeau was now Salvage Merc One. It was a position way above his days of being a Galactic Fleet Marine. Endless resources, powers and abilities that rivaled the Eight Million Gods, and the full resources of the Salvage Merc Corps behind him. It was the life. A lonely life. But, the artifact that had chosen him to be Salvage Merc One was about to change all that and put him to a true test of his abilities. A quest was set before him. Impossible monsters, nightmares turned reality, his own greatest fears come to life, Joe was about to face the greatest mission of his life. And the cost of failure could be his very soul! The second novel in the hit Salvage Merc One series, *The Daedalus System* is non-stop action, adventure, intrigue, and inter-dimensional horror, all told by everyone's favorite snarky Salvage Merc, Joe Laribeau.

David knows all about working in a dead-end job. At least he thinks he does. After a freak accident in the barren wilderness of the Australian outback, he finds himself confronted with the true meaning of the term. David is now a dungeon core, charged with producing armies of minions and ensuring his domain is a place where the unworthy go to die. But the accident not only transformed David, it fractured him. Part of his psyche still remains with his broken body. When an interloper wrestles control of the dungeon away from him, David must brave real-world perils to ensure that both he and the dungeon he has become will survive. Can David withstand the breaking of his body and ravaging of his soul? Will he reunite with his dungeon self in time to destroy the

menace trying to take over his dungeon? There's only one way to find out—read *Dungeon Configure* today

On the alien, sunless planet they call Eden, the 532 members of the Family shelter beneath the light and warmth of the Forest's lantern trees. Beyond the Forest lie the mountains of the Snowy Dark and a cold so bitter and a night so profound that no man has ever crossed it. The Oldest among the Family recount legends of a world where light came from the sky, where men and women made boats that could cross the stars. These ships brought us here, the Oldest say—and the Family must only wait for the travelers to return. But young John Redlantern will break the laws of Eden, shatter the Family and change history. He will abandon the old ways, venture into the Dark...and discover the truth about their world. Already remarkably acclaimed in the UK, *Dark Eden* is science fiction as literature; part parable, part powerful coming-of-age story, set in a truly original alien world of dark, sinister beauty--rendered in prose that is at once strikingly simple and stunningly inventive.

In a world where mana means unparalleled power, Zephyr Chronis sits comfortably at its peak. Granted the title of "The Grand Wizard" at a young age, Zephyr has always been the genius everyone around fears and respects. However, some things were about to change when he acquires a cursed sword artifact- The Ruler's Blade. Suddenly devoid of any mana, Zephyr could only hope to rely on his mediocre physical ability. The future looked bleak, but not with the Ruler's Blade's power at hand- [Reached damage threshold- Stamina increased!]... [Reached speed threshold- Agility increased!]... "I- I can actually get stronger with this!" TWSWBM is a Fantasy LitRPG Series.

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Not long ago, Daniel Mahan, known to everyone as Shaman Mahan, thought that he had taken his sixth and final step in the Barliona gameworld. Yet life has other ideas. The Corporation decides to resurrect the Lord of Shadow and his entire host. The Corporation's CEO personally pushes the reset button. Geranika and his Dragon of Shadow spring back to life as, meanwhile, the Corporation makes an offer the Shaman can't refuse.

There is something in the deep. Something large. Something hungry. Something prehistoric. And Team Grendel must find it, fight it, and kill it. Kinsey Thorne, the first female US Navy SEAL candidate has hit rock bottom. Having washed out of the Navy, she turned to every drink and drug she could get her hands on. Until her father and cousins, all ex-Navy SEALs themselves, offer her a way back into the life: as part of a private, elite combat Team being put together to find and hunt down an impossible monster in the Indian Ocean. Kinsey has a second chance, but can she live through it?

A LitRPG that destroys the boundaries of the known world. Do you like to be whisked away into a new world of LitRPG wildness? Then read on... Enter The Quell: When the Reckoning came, the world was plunged into the fantasy realm of the Quell. Those who remember the old world would say that it's like those old video games they use to play only with the threat of death. Those in the Quell would say it has given them a life of freedom, while it has robbed some of everything they have. In the Quell, it's fight or die and Adrianna Swann aimed to live. Ever since her uncle got kidnapped by cultists, she has set off on her own quest of freedom and answers. The Quell is vast and full of horrors, pushing one's mind to the brink of insanity. Adrianna has never been too worried, though. Her uncle taught her everything she knew, and nothing was going to get between her and finding answers... But how far is one girl willing to go to unlock the secrets of this world that everyone has known for so long? What sacrifices have to be made to get what she wants and is she willing to make them? This book is just the Prequel, a taste of what The Quell might bring. I have much more for you where this comes from! If you want to experience the realities of The Quell, scroll up and "Buy Now!"

Leveling up would be amazing..... if it weren't so deadly. They injected me with a VR chip, a GPS tracker, and my first Seed. They gave me unbelievable powers. Then they sent me to fight. The monsters here are alien and vicious. There is a second moon in the sky. I watched a tree start moving and kill someone. And the other Players...? They're even worse. I'm alone. I'm weak. And I'm scared. But I will cling to life by the tips of my bloody fingernails. Who is behind this twisted game? Where are they sending us? Is there anyone I can trust? If I want to survive, I have to get stronger. But can I do it before the Game kills me? This omnibus contains the first two books in a dark and deliciously violent adventure series that combines science fiction, fantasy, and game elements. You'll love *Seeds of Chaos* because of the electrifying action, flawed characters, and kick-ass heroine.

I should not exist. All children like me are stillborn, or die in infancy. Those who cannot grow stronger, die. No empty child has ever reached a year of age, yet I am now thirteen. It has been a long and miserable thirteen years, where the best I can manage to do is walk with difficulty. Sometimes, I cannot even manage that. My clan has paid dearly for every minute of my life. And money is not so easy to obtain, here at the edge of civilization. Perhaps I might have lived in this state for many years. A cripple, strong in mind but feeble in body. But when some unexpected guests came to

our estate, everything changed. I would die at last - or, I would learn to survive on my own.

The Chosen introduces the first book in the Contender trilogy, an epic young adult fantasy from Taran Matharu, author of the New York Times–bestselling *Summoner* series. Throughout history, people have vanished with no explanation. A group of teenagers are about to discover why. Cade is settling into a new boarding school, contemplating his future, when he finds himself transported to another realm. He soon discovers their new world is populated with lost remnants from the past: prehistoric creatures, ancient relics, and stranger still—people. Overwhelmed by his new surroundings, Cade has little time to adjust, for soon he and his fellow classmates are forced to become contenders in a brutal game, controlled by mysterious overlords. But who are these beings and why did they choose these teens? Cade must prepare for battle . . . because hiding is not an option. Fans of fantasy and LitRPG will welcome this new character and world from the author of the *Summoner* series.

If Gary had known he'd get trapped in an RPG with his real-life stats, he'd have tried harder in gym class. Gary Burns just wanted to create the greatest RPG campaign of his gaming career. But a freak magical accident sucks him into the very world he created--as himself. Surrounded by heroes who look and sound like his friends, Gary is forced to play out the story he wrote. Worthless in a fight, Gary must prove himself valuable even if it means feeding the team insider knowledge. Because he needs keep his friends close--and himself alive--until he can solve the puzzle he never designed: how to get everyone back home. Homebrew puts the RPG into LitRPG, taking the ever-growing GameLit genre back to its tabletop roots. If you miss the rattle of dice and gaming at a table with your friends, the *Metagamer Chronicles* are what you've been craving. Fans of *Dungeons and Dragons* and old TSR novels will love Homebrew.

The battle has only just begun... Brutally defeated by the blood shaman Gomrung, Paul and his party are taken captive and sent on a journey to Lutdor, the orc capital. To the orcs, they are nothing more than sacks of blood to be spilt on Vasla's altar during high festival. Accompanying them is an elf princess with an icy personality, aloof even in battle and reluctant to share any knowledge of the Wild. The march goes awry when they come across an enchanted willow tree feasting on decomposing corpses, and an elfen outpost in flames. When news reaches Paul of another Abernant in the elf confederacy, he must lead his party through a gauntlet of death and suffering to reach the city Inisfil. But with the orc kingdom rallying for war and C-rank bosses lurking the deep forest, new party members and old must do whatever it takes simply to stay alive. The epic *Blood Crown LitRPG Series* continues in this exciting sequel perfect for fans of Dean Henegar, Shemer Kuznits, and Dave Willmarth. Grab your copy today!

The price they paid to find this city won't come close to the cost it takes to build it. The Cipher has rewarded Cullen with XP to distribute across areas of Resurrection City, from military to defense, economy and more, but he'll need so much more than that to protect his people. And he must do it while negotiating treaties with invaluable allies and fighting off sorcerers, mobs, and the dungeon core growing up out of their backyard. The galaxy-spanning *Osuna* have seen the city's power from beyond the stars, and are now on their way to claim it for themselves. Cullen's job is to build this city before they get there, because if he doesn't, only slavery and genocide await. Will he meet the challenge, or let his people's greatest hope die in a valley somewhere deep in the Spirit Realm?

"Fueled by Tolkien's sweat, Willy Wonka's blood, and Clint Eastwood's attitude." Minutes after being drawn into the Monsters, Maces and Magic world as their characters, the unsuspecting players fell under attack. Kim, having become the warrior monk Byeol, didn't survive, thanks to a rampaging ogre. But the party's quest to obtain a Revive the Dead Spell for Kim proved futile. Fortunately, rather than departing, her soul entered the party's vacant soul gem. Such enchanted gems are rare and valuable. Somehow word of the party's treasure has reached Black Venom, leader of the local thieves' guild. He offers the party a deal they can't refuse: They get Byeol back, he gets their vacant soul gem. If only it was that easy. Nothing of consequence in the Monsters, Maces and Magic world is ever safe. Or easy. Praise for Monsters, Maces and Magic "Ervin's imagination is fueled by Tolkien's sweat, Willy Wonka's blood, and Clint Eastwood's attitude. A crazy mix to be certain, but a combination that makes for amazing possibilities." Ray Johnson, LitRPG Audiobook Podcast "Exciting and hilarious! It feels like a true game with friends." Dueling Ogres Podcast "I was pulled into the world and could see the rules of the world unfold. This really does feel like a game. A fun game that I am going to have to continue." Casia's Corner

What happens when fire-breathing dragons battle Stukas for aerial supremacy over a battlefield? Can an earth wizard's magic defeat a panzer? Krish, a farmhand turned mercenary, witnesses this and much more as he confronts the Necromancer King's new war machines resurrected from before the First Civilization's fall. Worse yet, a wounded prince tasks Krish to find the fabled Colonel of the West and barter the royal family's malevolent Blood-Sword for a weapon to thwart the Necromancer King's victory. Flank Hawk is set in the distant future where magic exists and brutish

ogres are more than a child's nightmare. "Buy it or chalk it up on that long list of things you regret not doing!" Stephen Hines, author of *Hocus Focus* "A classic epic fantasy with plenty of original twists. You won't want to put it down, even when you've reached the end." -David Debord, author of *The Silver Serpent and Keeper of the Mists* "Grab hold! Ervin's got the magic!" -C. Dean Anderson, author of the *Bloodsong Trilogy*

They did not want to play the game, but the game came to them anyway. Do you like to be whisked away into a new world of LitRPG wildness? Then read on... Enter The Quell: On her eighteenth birthday, Adrianna Swann was meant to embark on her first quest into the virtual organic world of the Quell, the lands outside her tiny village. She just wasn't expecting it to start with her uncle being kidnapped by cultists. Before she knew it, Adrianna was swept up in the world of mountain trolls, goblins and monsters. With the guidance of the grizzled warrior, Hancock and a few others, Adrianna manages to build up her own party to search for the answers. The Quell is thick, shrouded with mysteries and secrets hidden in plain sight. It requires sacrifice and demands suffering. Is Adrianna truly ready for the powers that be? Or will she be consumed by the Quell like all of those before her? If you want to experience the realities of The Quell, scroll up and "Buy Now!"

Hordes of alien monsters are breeding on Pluto. The shield protecting Sol is failing. Can Jake save Earth from infestation and annihilation? After his triumph on Pax, Jake returns home to Earth. In far northern Canada his grandfather hid an outpost that may have the solution. The town sheriff thinks he's an imposter, unnamed government agencies would love to vivisection him, and powerful forces lurk in the shadows. Even with his grandfather's powerful legacy, will Jake have what it takes to stop the threat to Earth? If you're a fan of space opera, visceral science-fiction combat, and powerful heroes fighting to save civilization, then you'll love this LitRPG book from Shadow Alley Press.

Seventeen-year-old Sarah is a Sensor, gifted with the ability to survive within the sentient Ecosystem that swept away human civilization centuries ago. While the remnants of humankind huddle in small villages of stone, Sarah uses her psychic connection to the Ecosystem to travel freely in the wild in search of food, water, and fuel. Sarah doesn't fear the Ecosystem, but she hates it for killing her mother when Sarah was a child. When she hunts, she hunts not only for her people's sustenance but for revenge. Then Miriam, an apprentice Sensor, is lost in the Ecosystem, and Sarah sets out to rescue her. Joining Sarah is Miriam's beloved, Isaac, a boy who claims to possess knowledge of the Ecosystem that will help their people survive. The harrowing journey to find the missing apprentice takes Sarah and Isaac into the Ecosystem's deadliest places. And it takes Sarah into the unexplored territory of her own heart, where she discovers feelings that threaten to tear her and her society apart. A thrilling fantasy adventure from the author of the *Survival Colony* series, *ECOSYSTEM* is the first book in a YA trilogy that includes *THE DEVOURING LAND* and *HOUSE OF EARTH, HOUSE OF STONE*.

Centuries ago, the land of Gameryah was saved from the forces of the Ice King by the Silver Serpent. Now the frost marches again and three young villagers set off on a perilous quest to recover the legendary weapon. Join Shanis Malan, a rebellious young woman, Oskar Klehn a bookish misfit, and Hiern Van Derin, an outcast second son, in a classic fantasy in the tradition of David Eddings and Robert Jordan, filled with magic, intrigue, and adventure! This boxed set includes the complete *Absent Gods* trilogy plus a bonus short story, *The Glyphs of Riza*. The Silver Serpent The frost creeps again... Taught the sword from childhood, Shanis Malan's only dream is to be a soldier, but a woman cannot join the Galdoran army. She thinks her dream has come true when Prince Lerryn hosts a tournament in her town, but tragedy drives her and her friends from their home and sends them on a quest for a legendary artifact that can save the world from the minions of the Ice King. Join Shanis and her friends on a perilous search for the Silver Serpent. Keeper of the Mists Evil rises. Destiny, or perhaps mere chance, has chosen Shanis Malan to be the bearer of the Silver Serpent, the one prophesied to bring and end to years of clan war. But as Shanis seeks to fulfill her destiny, a pretender rises in the east and enemies invade her homeland. Will she choose the path that leads her back to the place she loves, or will she accept her fate and face the Keeper of the Mists? David Debord's memorable series continues in book two of *The Absent Gods*! The Gates of Iron The Frostmarch has come! Shanis Malan must unite her broken nation and unlock the secret of the Silver Serpent. With Galdora at war, Larris must unravel a conspiracy that threatens his nation from the inside. Oskar enters the order of saikurs, but does the secret to victory over the Ice King lie hidden behind the Gates of Iron? Powerful forces collide and secrets are revealed in the thrilling conclusion to *The Absent Gods*! "An enjoyable blend of adventure, intrigue, and humor. Fans of Terry Brooks and David Eddings could easily enjoy *The Silver Serpent*." Fantasy Book Critic "A superb story told believably and unpretentiously by a superb new author." Hugo Award Winner Ron Miller

No one ever said surviving an alien invasion would be easy. Jack Fairbanks made it through the initial wave of attacks, but now the Mawks have seeded the Earth with dozers and crawlers, tracking beasts that crave human flesh and are bent on hunting the rem-

nants of humankind to extinction. Joined by Lucia, a hardened urban survivor, Jack finds himself caught up in a secret plan to turn the course of the invasion. Can a college sophomore and a ragtag force of soldiers survive when the Mawks descend from orbit and begin their final assault?

For fans of Blade Runner, Altered Carbon, and the Matrix—a mind-bending sci-fi action blockbuster that'll keep you guessing all the way to the end. They say you never forget the first time you die. Toronto Police Service Detective Finsbury Gage knows this better than anyone. Now that he's gone digital, he sees his death every time he closes his eyes—he and his wife, smeared across the highway after a malfunctioning bit-head ran them down in a stolen urban assault vehicle. Fin hung together long enough for the Second Skyn recovery team to rescue his fading thoughts from his ruined body and implant them in a custom-grown bioSkyn. His wife wasn't so lucky. Finsbury's been gifted a second chance, but the only thing keeping him from blowing his plastic brains out is that 2.57 seconds of vivid memory running on repeat through his head, the one that contains an instant's glimpse of his killer's face. The police couldn't find the man responsible, and now the only evidence is locked up in Finsbury's brand new mind. Driven to find his killer, Finsbury falls into a dangerous underworld of hackable minds and enhanced bodies, where death is cheap, and memory all that matters. But once he's tasted the power of living at the speed of light, able to predict seconds into the future, how will he ever go back? And once he's relaxed his grip on humanity, how far will he let it slip in the name of finding justice for the woman he loves? Finsbury's going to find the man who stole his future, no matter what he has to do. Or what he must become. *** Second Skyn is the first book in the Lost Time series, a hard-edged cyberpunk noir in the spirit of Phillip K. Dick, Neal Stephenson, and William Gibson. If you love your sci-fi relentless and armed with twists, this is what you've been looking for.

Humans are herded like sheep for the slaughter. And their only hope for survival lies with a team who just left the planet. Following their successful mission to destroy the slaver ring in New York City, Wic and the members of Phantom Team pass through the Antarctic's origin ring and find themselves deep in the heart of the Androchidan Empire. But as the scope of the alien specie's operation becomes apparent, Phantom Team realizes they can't standby as humanity is culled into submission. Efforts must be made to slow the enemy's progress, if not stop it altogether. Under Wic's leadership, the team devises a plan to infiltrate and neutralize part of the Androchidan's operation. Allies are made, and resources are acquired. But when enemy spies find evidence of collusion, it is only a matter of time before the Phantoms' hopes of thwarting the enemy are dashed. Will Wic and his elite team of warriors succeed in reversing the tide of the Androchidan invasion? Or will they succumb to the unrelenting power of the most notorious slaver operation in the galaxy? Join bestselling authors Christopher Hopper and J.N. Chaney as the Ruins of the Earth hit series continues with Book 2: Gods and Men. Read what fans call "the best military sci-fi of the year," and "Galaxy's Edge meets Expeditionary Force."

In Four Weeks To Finished, writers will learn important tips on increasing productivity and avoiding costly mistakes. In this era of instant gratification media, writers must produce at a faster and faster pace, making it possible to get their work into the marketplace more quickly. This, however, is easier said than done. With over fifty novels, published by three different publishers, Jake Bible has learned a lot about staying focused! He knows he has to stay at the top of his writing game because writing is money. And he's ready to share his experience! Whether an expert or novice, Four Weeks To Finished is a valuable tool to becoming a prolific author and mastering the job of writing for a living! "I found it engaging, funny, and informative. I was especially struck by the instruction to keep the ideas simple." - Nathan Ballingrud, author of North American Lake Monsters, winner of the Shirley Jackson Award "If you want to write more fiction and publish it consistently, you need to read and heed this book. Jake Bible finished three books and a novella while you read this." - Terry Mixon, bestselling author of the Empire of Bones saga and co-host of the Dead Robots Society podcast Keywords: writing, publishing, prolific, nov-

els, published author Other books by Jake Bible: By Series: Roak: Galactic Bounty Hunter Series The Z-Burbia Series The Mega/Team Grendel Thrillers The Flipside Sagas Max Rage: Intergalactic Badass! Black Box Inc. Series Dead Mech/The Apex Trilogy The Salvage Merc One Series Fighting Iron Series Dead Team Alpha Series The AntiBio Series The Kaiju Winter Series Reign of Four By Genre: Science Fiction- Roak: Galactic Bounty Hunter Series Max Rage: Intergalactic Badass! The Flipside Sagas The Salvage Merc One Series Drop Team Zero Outpost Hell Galactic Vice Agent Prime Dead Mech/The Apex Trilogy Fighting Iron Series Mech Corps Reign of Four The AntiBio Series In Perpetuity Thriller/Action/Adventure- Max Rage: Intergalactic Badass! The Mega/Team Grendel Thrillers The Flipside Sagas Blood Cruise Agent Prime Galactic Vice Post-Apocalyptic- The Z-Burbia Series Dead Team Alpha Series Dead Mech/The Apex Trilogy EverRealm Fighting Iron Series The AntiBio Series The Kaiju Winter Series Zombies!- The Z-Burbia Series Dead Team Alpha Series Dead Mech/The Apex Trilogy EverRealm Horror- The Z-Burbia Series Blood Cruise Stone Cold Bastards Fantasy/Urban Fantasy/Dark Fantasy- Black Box Inc. Series Stone Cold Bastards EverRealm YA/MG Novels- ScareScapes! (middle grade sci-fi adventure Intentional Haunting (2014 Bram Stoker Award Finalist- YA horror) Little Dead Man (YA zombie apocalypse)

You can't hide in an RPG forever. Eighteen years ago Tom, a barber college student, got trapped in the Monsters, Maces and Magic game world as Josiah the thief. The first two adventures saw all of Tom's party members, also trapped within the game world, perish within the fetid depths of the Dark Heart Swamp. His subsequent stint adventuring with NPCs proved short lived. He preferred survival. Over time, Tom became Josiah, adopting a life blending in with the game world's NPCs. He gave up advancing as a thief, trained as a lay healer, and works as a barber, cutting hair, pulling teeth, lancing boils and functioning as a low-level operative within the local thieves' guild. But life, even one lived as a faux NPC, can get interesting. Such happens when a young half-goblin thief named Gurk shows up in Josiah's shop, looking for information. Little did the pair know that the unobtrusive barber shop would become a focal point in a brewing guild war. Praise for Monsters, Maces, and Magic "Exciting and hilarious! It feels like a true game with friends." Dueling Ogres Podcast

The Necromancer King has been defeated and his surviving forces are in retreat. But a new threat marches against the Kingdom of Keesee, promising destruction. Scouting along the western frontier, Flank Hawk and Grand Wizard Seelain discover an army massing, the army of Fendra Jolain, Goddess of Healing. Weakened and battle weary, Keesee and her allies cannot withstand Fendra Jolain's powerful army of men and beasts arrayed against them. One hope of survival remains: Retrieve the Blood Sword from the immortal Colonel of the West and bring its sinister strength to the battlefield. To accomplish this end, Flank Hawk accompanies Grand Wizard Seelain as she leads a mission across land and sea. Together they find new allies while confronting new foes, learning that the war ravaging Keesee is part of a larger struggle whose roots stretch back to the First Civilization's Fall. If the Blood Sword can be obtained, it must be done quickly. Every day means more death for the defenders of Keesee. Every day is one day closer to utter defeat. Even if Flank Hawk can deliver the Blood Sword to King Tobias's hand in time, will the malevolent blade's magic be enough? "Blood Sword is a tremendous installment in one of the most inventive and compelling fantasy sagas I have read in years!" -Stephen Zimmer, author of the Fires in Eden Series and The Rising Dawn Saga. "Blood Sword continues the adventures started in Flank Hawk, in which Ervin created a unique and detailed post apocalyptic world where magic works but ancient technologies from the First Civilization--our world--still exist. You'll cheer as they face off against griffins, fallen angels, gargoyles, and worse, in a fun, engaging adventure filled with wall to wall action." -David Forbes, author of the Osserian Saga "A worthy successor to the original novel, packed with action and entertainment." -Jim Bernheimer, author of the Dead Eye series and Confessions of a D-List Supervillain "A classic epic fantasy with plenty of original twists. You won't want to put it down, even when you've

reached the end." -David Debord, author of The Silver Serpent and Keeper of the Mists "Grab hold! Ervin's got the magic!" -C. Dean Andersson, author of the Bloodsong Trilogy "A curious blend of epic fantasy, modern techno-thriller and non-stop action-adventure." Erica Hayes, author of the Shadowfae Chronicles "Buy it or chalk it up on that long list of things you regret not doing!" Stephen Hines, author of Hocus Focus

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Daniel Mahan, the legendary Shaman of the Barliona game-world, has served his sentence in virtual reality. Eleven months of adventures and battles in exchange for eight years in prison isn't a bad trade-off. And yet Barliona refuses to relinquish its grip on the Shaman so easily, erasing the boundary between his two realities. It turns out that it's not so simple to leave the capsule—the Way must be completed...

The Yellowstone supervolcano has erupted and out of the massive chasm of its smoldering caldera came the kaiju- giant monsters bent on destroying everything in sight! Federal Marshal Lu Morgan and her ragtag group of survivors and government agents fought hard to stay alive and defeat the massive monsters, but now a second eruption has sent things even more deadly flying up into the ash cloud that covers the land. The US government, the survivors of the eruption, and a team of scientists must fight a new evil that falls from the sky and turns animals, and people, into grotesque creatures bent on killing every living thing in their path. It is a race against time, and a race for survival, as all involved struggle to find answers as to where the monsters came from and how to stop them. If stopping them is even possible!

Bram Stoker Award ® Nominated Author Need to hide something from the fae? Got a tricky trans-dimensional delivery to make? Need a big ball of magic that can destroy the world? Call Black Box Inc. The world as we know it is gone. Since the "extradimensional happening," every creature, monster, and fairy tale goblin has turned Asheville, North Carolina, into their personal playground. An uneasy truce exists between the races, but Chase Lawter's unique ability puts him squarely in the crosshairs of treachery, feuds, and monsters looking to make a buck on black market goods. Chase is the only known being who can pull material from between dimensions and shape it into whatever he likes--like boxes. Like boxes in which folks hide smoking guns and severed heads. Only Chase can hide the boxes, and only Chase can recover them from the Dim. All for a tidy sum, of course. His crack team--a yeti, a zombie, and a fae-trained assassin--have his back. What could possibly go wrong? Jake Bible, Bram Stoker Award nominated-novelist and author of the bestselling Z-Burbia series, short story writer, independent screenwriter, podcaster, and inventor of the Drabble Novel, has entertained thousands with his horror and sci-fi tales. He reaches audiences of all ages with his uncanny ability to write a wide range of characters and genres. Other series by Jake Bible: the bestselling Salvage Merc One, the Apex Trilogy, the Mega series, and the Reign of Four series. Jake lives in the wonderfully weird Asheville, North Carolina. Connect with Jake on Facebook, Twitter, and his website: jakebible.com.

Grum! Defiler of Corpses.Grum! The Butcher of Balor.Grum! The God Stomper.Grum! ...Minimum-wage Barista? The vortex. The feeling of being ripped apart. When he'd awoken after the fight with Albatross, he was in this realm. A realm filled with tall buildings and small people, with no way to get home--and nothing to kill to make himself feel better about it.What he needed... was a quest. Purpose. And then he saw it, taped to the window of Tarbean Café, home of the darkest, strongest, coffee on the planet:HELP WANTEDIn his realm, he'd looted every dungeon, butchered every end-game boss, ravaged the entire map in a crashing wave of blood and glory.And he planned to do the same thing here.But Grum soon learns murder isn't part of a cold brew and he can't battle his way to a bigger tip. If he is to become The Legend of Latte, his new adventuring party, Gabe and Candice, must teach this old barbarian to embrace patience, finesse, and cooperation.And he must accept that some quests cannot be won through the sheer enjoyment of face-smashing and intimidation....Or can they?