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ISDDTB - SCHNEIDER SIERRA

Control dinosaurs. Tame women. Rule the world.Victor and his tribe of beautiful women prepare to leave their fort and journey to their new base, but as usual with Dinosaurland, things never go according to plan.Now Victor must protect all of his tribe without the aid of walls, and an old enemy gathers an army to give chase. Victor will have to use every power at his disposal to protect his women, and the journey will uncover new secrets of this strange world.

Never deal with a leprechaun. Finding a pot of unclaimed gold just doesn't come without a price in the Monsters, Maces and Magic RPG world. Stephi discovers this the hard way while tangling with a mean-spirited leprechaun. With Stephi, now transmorphed into a fairy, the party must do the leprechaun's bidding. Otherwise, Stephi will remain a diminutive fairy with no hope of returning to her former elf self. But leprechauns aren't known for their straight dealing. Neither is Higsloff, a manipulative pawnshop owner who possesses what the leprechaun desires. Glenn, Kirby, Stephi, Ron and Derek-RPG players trapped in the game world as their characters-set off on a mission to Riven Rock, a city rife with cruelty and corruption. There they must inflict retribution for an attack against the pawnshop owner. Danger and deceit threaten the party at every turn. Can they avoid getting caught up in the brewing war between rival thieves' guilds? Will they survive the journey, and the perils of Riven Rock? As low-rank characters, it'll take all the skill, cunning and luck the party can muster. And that might not be enough. Praise for Monsters, Maces and Magic "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

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 vivisect 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.

Winner of the Arthur C. Clarke Award 2013 A marooned outpost of humanity struggles to survive on a startlingly alien world: science fiction as it ought to be from British science fiction's great white hope. You live in Eden. You are a member of the Family, one of 532 descendants of Angela and Tommy. You shelter beneath the light and warmth of the Forest's lantern trees, hunting woolly-buck and harvesting tree candy. Beyond the forest lie the treeless 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 you recount legends of a world where light came from the sky, where men and women made boats that could cross between worlds. One day, the Oldest say, they will come back for you. You live in Eden. You are a member of the Family, one of 532 descendants of two marooned explorers. You huddle, slowly starving, beneath the light and warmth of geothermal trees, confined to one barely habitable valley of a startlingly alien, sunless world. After 163 years and six generations of incestuous inbreeding, the Family is riddled with deformity and feeble-mindedness. Your culture is a infantile stew of half-remembered fact and devolved ritual that stifles innovation and punishes independent thought. You are John Redlantern. You will break the laws of Eden, shatter the Family and change history. You will be the first to abandon hope, the first to abandon the old ways, the first to kill another, the first to venture in to the Dark, and the first to discover the truth about Eden.

'To that flash of semi-vision can be traced a full half of the horror which has ever since haunted us' An expedition to Antarctica goes horribly wrong as a group of explorers stumbles upon some mysterious ancient ruins, with devastating consequences. At the Mountains of Madness ranks among Lovecraft's most terrifying novellas, and is a firm favourite among fans of classic horror. The Pen-

guin English Library - collectable general readers' editions of the best fiction in English, from the eighteenth century to the end of the Second World War.

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

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.

An original novel set in the Halo universe—based on the New York Times bestselling video game series! A HALO INFINITE STORY December 2559. Humanity has its back against the wall after the United Nations Space Command flagship Infinity drops out of slipspace into a devastating ambush launched by the Banished. As this fierce enemy alliance seeks to claim a mysterious object hidden within the ancient Forerunner construct known as Zeta Halo, the surviving UNSC corps finds itself compromised and its leadership out of reach—with remaining personnel forced to abandon ship and take their chances on the fractured, unpredictable surface of the Halo ring. Now survival in this strange, alien environment—whether for Spartan super-soldiers or those who never thought they would see the battle up close—is measured day to day against a relentless and brutal adversary that always has the upper hand. Desperation grows, but the will to keep on fighting and enduring no matter the odds is never in doubt...even as the Banished seek to unleash a frightening new enemy that could doom them all...

"Following their victory against the dragons, Ragnar's human army are now in control of Dragonforge, where they are arming their enclave against the inevitable dragon counterattack. However, trouble lies on the horizon, as the young human woman, Jandra, finds herself under the sway of the nefarious dragon, Jazz. Meanwhile, a face from the past makes a most unwelcome return ..."--P. [4] of cover.

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?

For thousands of years, there has been a cycle: a Demon King rises and conquers, and a Hero is reborn a hundred years later to defeat him. Each time, civilizations are ground to dust beneath the Demon King's hordes, but humanity has remained secure in the belief that a Hero of legend will always save them. There's just one slight problem. It's only been 23 years since the Demon King's latest rise, and this time, he's already conquered more than half the world. If humanity simply waits for the Hero's return, there may be no world left for him to save.And so, Yui Shaw sets out with an ambitious plan. A 10-step plan.She'll find a way to obtain the Hero's legendary sword. She'll earn obscure classes, gain levels, and increase her skills. She'll travel to the meticulously-crafted dungeons that seem designed for one specific Hero to complete. And, if she's truly (un)fortunate, she might even find a fairy.She might not be a Hero-but if she can fake it long enough, she might still be able to save the world.***This book is an affectionate parody of classic Japanese games like The Legend of Zelda, Final Fantasy, and Dragon Quest. It's also a work in the LitRPG/GameLit subgenres. Game mechanics exist in the world of the story and characters are aware of their existence.

From #1 bestselling author Brandon Sanderson and Janci Patterson comes the first of three Skyward series novellas, set between Starsight and Cytonic. When a planet-destroying Delper suddenly appears in the sky of Detritus and vanishes just as suddenly, FM knows that the last free human society got lucky. Her Skyward Flight companion Spensa figured out how to draw this Delper away, but it won't be so easy next time. The forces of the Galactic Superiority will be back-and if the Defiant Defense Force can't figure out a way to escape the planet, humanity's destruction is only a matter of time. Spensa's mission to infiltrate the Superiority unveiled the secret to their hyperdrives-a cytonic slug species called the Taynix. Now FM's flightleader Jorgen has found a large group of Taynix hiding in the caverns far below Detritus's surface. FM and Jorgen must work together with the engineer Rig to awaken the mysterious alien Alanik and unlock the powers of the Taynix, or humanity will be trapped. With Spensa's friend Minister Cuna of the Superiority stranded at the outpost of Sunreach, they need to figure out how to rescue her-before her foes in the Superiority government can prepare a new weapon to wipe out Detritus once and for all.

He's a part-time Imperial hero, full-time thief. Lucky for him, she's not that kind of Inquisitor. Illusionist and novice spy Alan Campbell just got out of one relationship only to have another woman walk into his life: the Lady Camilla Favonius of the Imperial Inquisition. He's close to broke and left without orders. She wears plate armor in the field and around her heart. Is the lady just what the Plague Doctor ordered, or will his efforts to get a job and woo her only leave him jaded...or dead? From the city of Harrowick to the perilous depths of the Grass Sea, Alan will have to fight a corrupt syndicate, earn his place in the Thieves' Union, and face down monsters and the risen dead if he wants a happy ending. All the while, in the real world, Robert Osmark is as close to losing his company as he's ever been, and both Sandra and Jeff will have to pick sides once the battle lines are drawn. Brazen thievery, Death caught off-balance, the Dawn Elves' dirty secret, and unexpected love in Inquisitor's Foil, the third book of the Illusionist series. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

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. Attention all LitRPG readers! This is a special-edition bonus story for those Way of the Shaman fans who don't want to wait for the translation of Book Six. This isn't a new novel but a short story chock full of spoilers. The story retells the climactic ending of Book Five from the viewpoint of Anastaria.

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 Andersson, author of the Bloodsong Trilogy

The Age of Light Forests cover Ansalon. Under the legendary Silvanos, the elves of Krynn begin to tame the wilds and raise their crystal cities. But as the Elderwild Kaganos journeys toward a mystical encounter high in the mountains, he knows that, for his tribe, the woodlands must remain their eternal home. As centuries pass and Dragonwars rage, the tribe of Kaganos battles encroaching humans and the minions of the Dark Queen, aided by a potent Igacy guided by revered pathfinders . . . Until the wild elves stand upon the brink of the deadliest challenge of all -- a challenge that marks a choice between annihilation and survival. The Lost Histories Series probes the historical roots and epic struggles of the heretofore little-known peoples of Krynn.

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 Leryn 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

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

Minalan gave up a promising career as a professional warmage to live the quiet life of a village spellmonger in the remote mountain valley of Boval. It was a peaceful, beautiful little fief, far from the dangerous feudal petty squabbles of the Five Duchies, on the world of Callidore. There were cows. Lots of cows. And cheese. For six months things went well: he found a quaint little shop, befriended the local lord, the village folk loved him, he found a sharp young apprentice to help out, and best yet, he met a comely young widow with the prettiest eyes . . . Then one night Minalan is

forced to pick up his mageblade again to defend his adopted home from the vanguard of an army of goblins - gurvani, they call themselves - bent on a genocidal crusade against all mankind. And that was the good news. The bad news was that their shamans were armed with more magical power than has been seen since the days of the ancient Imperial Magocracy - and their leader, a mysterious, vengeful force of hate and dark magic, is headed directly to Boval Vale, along with a massive invading army of gurvani. The good people of Boval and their spellmonger have only one choice: to hole up in the over-sized Boval Castle and hope they can endure a siege against hundreds of thousands of goblins. When the people look to him for hope, Minalan does his best, but the odds are depressing: there are multitudes of goblins, and they want Boval Vale as a staging ground for a vengeful invasion of the whole Five Duchies. Add to his troubles a jealous rival mage, a motley band of mercenaries, a delusional liege lord who insists victory is at hand despite the hordes at his door, a dour castellan, a moody, pregnant girlfriend and a catty ex-girlfriend who specializes in sex magic - all trapped in a stinking, besieged castle with no hope of rescue, and you'll understand why Minalan is willing to take his chances with the goblins. All that stands between the gurvani horde and the people of the Five Duchies is one tired, overwhelmed baker's son who wanted nothing more than to be a simple village spellmonger!

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 Umblegarri 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.

The Amiran Steppes. An untamed land of vicious beasts and mythical dangers. Few know this better than Shandra the Wild Wolf. Born frailed and cursed, the young woman proved herself time and again, against all odds, through many battles and trials. Yet, even the wandering warrior could not anticipate the bloody homecoming that awaited her. A powerful outland force, led by the fearsome and pious General Arabella, has devastated Shandra's tribe and stolen a most sacred relic, a godshard. Now together with her beautiful childhood friend and an eccentric gnome with a questionable past, Shandra must journey forth to recover the godshard and avenge her people. Dangerous wilds, ancient monster-infested ruins, and a tangled web of love, loss, and secrets stand between Shandra's party and their goal. Even if they survive long enough to catch Arabella, can these three stand against the might of the Sal'Vari Empire, the most powerful army on Alban?

Now, get the eBook for free with a physical copy to celebrate the release of book 2! I'm Drew Liam, a cultivator, a human being capable of crushing mountains and rerouting rivers with a flick of my fingers. But seriously though, I'm sitting on a mountain so far away from civilisation it might as well be the godforsaken arse of the world and these control freaks still won't leave me alone. I'm about to ascend and can't wait to leave this crapfest of a planet. Turns out, the powers-that-be decided that an unaffiliated rogue like me is too big of a risk to let run around free. So they sent all the sect-, organisation- and churchmasters, hidden Dao protectors and other bigshots my way to kill me. This failed, obviously. I managed to ascend in a glorious shower of divine power and ascend, after which someone else managed to bitch slap me to another dimension altogether, unfortunately. Long story short, I just woke up in a valley watching some critters murder each other while trying not to freak out about how bad it smells here. Soo... where the fuck am I? Why is that deer fighting a feathery squirrel? Why am I teaching this baby rabbit saved from a cannibalistic mother how to kick beings in the face with the power of qi? Fuck it, let's just kidnap some clueless kids and teach them the wonders of the supernatural power called qi, alright? Why not have them call me 'Teach' in the meantime? I secretly do enjoy causing pain in the name of education, after all. Come join Drew as he adventures across a rather primitive medieval, low magical fantasy planet while trying to regain his status as a cultivator who spits in the face of the heavens and the earth.

"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

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. Mahan's ready for new adventures - just as the gaming world of Barliona thought it was about to re-enter its old comfortable rut. The winds of the Dark Forest have finally died down; Altameda has recognized its new owner while Geranika is nursing new schemes of global destruction. Would Mahan be happy with this predictable old life? We think not! New storylines, new monsters, new dungeons and a new status: our High Shaman hates the daily grind! He wants a new apprentice? - then he'd better find someone who has no right to summon Spirits. A new ship? - it's going to be one of a kind! A new love? Well, we'll have to see, won't we?

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 remnants 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?

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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 Osseian 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 Blood-

song 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
 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.

Arthur never expected to wind up in Hell. At least, not because he found an ancient sword in a pawnshop. To make matters worse, Hell isn't as he thought. It's a desolate wasteland under siege by an all-consuming void known as the Darkness. Now, he's trapped with no way home, a ragtag army of women, and a sword whose only power is to modify the abilities of those around him. Not exactly winning odds. Worse, if the Darkness isn't stopped, not only will it devour Hell, but Earth will be next on the menu.

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.

Ben Clow's plans are set. Drop off kids, pick up girlfriend, head to the marina, and hop on best friend's cruiser for a weekend of fun at sea. But Ben's happy plans are about to be changed by a tentacled horror that lurks beneath the waves. International crime lords! Deep cover black ops agents! A ravenous, bloodsucking monster! A storm of evil and danger conspire to turn Ben Clow's vacation from a fun ocean getaway into a nightmare of a Blood Cruise!

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, novels, 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 Se-

ries 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 scifi adventure Intentional Haunting (2014 Bram Stoker Award Finalist- YA horror) Little Dead Man (YA zombie apocalypse)

A background book on the skaven telling their secret history as well as how to spot and destroy them. For roleplayers you can learn how to create your own skaven clan, descriptions of the skaven fom, society and mentality. There is a short skaven adventure at the end

Never underestimate a Relic! Intelligence picks up Security Specialist Keesay's contract, hoping to direct the Relic's tenacity and skills against his nemesis, the Capital Galactic Investment Group. But the rogue corporation has its own plans concerning Keesay: a bounty on the security specialist's head. Time is running out for mankind, with the Crax striking deep into human territory, targeting colonies on Pluto and Io. Keesay knows whatever plans others might have, fighting the Crax is more important than blending in, or looking over his shoulder. Stepping forward, Keesay accompanies Special Agents Guymin and Vingee on their mission to rescue key prisoners taken by Capital Galactic, before they're handed over to the Crax. In doing so, Keesay pits his shotgun and brass knuckles, his daring and mysterious connection to the rat-like Chicher, against anyone that gets in his way. Praise for Terry w. Ervin II and the Crax War Chronicles! "Full of non-stop action and space battles combined with characters you'll grow to love. This is classic style space opera at its best."

-Angie Lofthouse, author of Defenders of the Covenant "You won't be able to put this book down as you wade through battles, intrigue, and relationships brought together in a fast-paced sci-fi story." -Dean Sault, author of The Last Human War "The tech level premise is fascinating, but what really makes the novel special is the spirit of Krakista Keesay. Kra is a hero to root for--often underestimated, adept with brass knuckles, bayonet, shotgun, and all sorts of old style weaponry. He proves that, while technology matters, so do courage, intelligence, and daring."—Tony Daniel, Hugo-finalist, author of Metaplanetary and Guardian of Night "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. "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 "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

Control dinosaurs.Tame women.Rule the world.Separated from his tribe and alone in Dinosaurland, Victor Shelby must make his way through endless miles of deadly prehistoric wilderness so that he can return to his beautiful alien women.But on his way, he makes a discovery that will develop the technology of the tribe ten fold.Now he just has to live long enough to bring it back.

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 master 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

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.

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.

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 Dae-dalus System is non-stop action, adventure, intrigue, and inter-dimensional horror, all told by everyone's favorite snarky Salvage Merc, Joe Laribeau.