

Dungeon Deposited

Runner has a problem. He and 499,000 men and women are trapped in a game. He also just happens to be the only person from IT who could log everyone out safely. And he doesn't remember his password. He, like everyone else in this nightmare, had their memories scrambled or lost in the process of being loaded into the game. A single garbled message is his only clue on how to save everyone. The problem is that whoever loaded them into the game, loaded their minds completely. If they die, their brain gets wiped. Now it's time for Runner to flex his skills as a power gaming min maxer and see what he can do. Because every time he levels, he might gain the memory of the password. Time to go Hardcore. Warning and minor spoiler: This novel contains graphic violence, a harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk. (Book 2: Otherlife Nightmares, is out now) (Book 3: Otherlife Awakenings, is out now) 3/21/16-Version 2.0 is now available. This version has been professionally edited.

Reports to write, forms to fill, coffee to drink, leads to run down. Gus's life had been a tedium and boredom he'd grown comfortable with. One that he sought out after he'd come back from his tour of duty. That was before Melody, a contractor, more or less blew his life up as if it were a building packed full of c4. Then pranced around the ashes of it like it was the end of the world and she was conjuring up the end times herself. All while breaking in a rookie by the name of Vanessa into the PID. A gung-ho and eager young detective looking to prove herself. Then commandeering and recruiting a cleaning lady that turned out to be an Elven Dryad Sorceress who viewed killing people as little more than emptying the trash can. Gus had lived through it though. Made it work for him and had come out of it without too many new scars. An adventure that he hadn't wanted any part of that involved the Fed being blowed up, a stadium full of Paras all going into a feral rage, and breaking off a plot hatched by what felt like an organization that rivaled the Fed. Which apparently was all in a day's work, right up until they fired you for doing that work because you made the brass look bad. Without a job, more people relying on him than ever, and no direction, Gus is going to have to put on his big boy pants and figure something out. And soon. It's a good thing that he's a Boogiemán. Because being an apex predator that made the entirety of the Paranormal world fear him was something he could fall back on. He could lean into it and make it work for him. He'd done it before when he was in the military. Made a name for himself out there in the bloody desert. He was The Hunter. A name that the Elven mothers now used to instill fear into misbehaving children. A name that grown men and women wouldn't discuss in polite company. Except, despite Gus's best intentions to get back to his stable non-life, he's going to get thrown right back into the fray. Whether he likes it or not, he's about to be handed a new problem that's going to mess up what little remained of his life. Unfortunately, his past was going to catch up to him and meet

up with his future. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

A powerful dungeon. A sheep-herder turned Noble. Their path to ascendance through cultivation. Conquering dungeons and using them to grow has long been the most efficient way to become a powerful adventurer. The only thing keeping the process from being easy is the Beasts that inhabit these places. Questions plague those entering this particular place of power: Where do the 'rewards' of weapons, armor, and heavy gold coins come from? Why is a fluffy bunny charging at me? For abyss-sake, why are there so many monsters? Cal has all of the answers to these age-old questions for a very simple reason. He is a Dungeon Core, a soul forced against his will into a magical stone. With the help of an energetic friend, Cal grows a dungeon around himself to bring in new sources of power. When a threat he doesn't fully comprehend bares its many teeth, Cal is determined to survive the attempt on his life. Unfortunately for adventurers, the only way for him to achieve his goal is to eat anyone that enters his depths.

Ryker only has one goal in his life right now: Turn a certain adventuring guild into a flaming wreck while dancing merrily through the smoldering ruins. All for the chance to get back at a handful of people. It isn't as if they didn't deserve it either. They had driven him from his home. Chased him physically from the very guild house itself. All the way to the gates of the city. Simply because he wasn't as strong as they expected him to be. As strong as he'd expected himself to be. He'd returned to the city the next day and left with his means for revenge. Something he'd hidden away and told no one about when he found it in one of his few Dungeon Dives. An inactive Dungeon Core. A crystal the size of a fist with a soul inside. One that could create anything from mana it wanted to. From monsters and complex cave systems to gold coins. Years spent in planning, and unfortunately farming, as he waited. Now it felt like his moment was finally here. The Dungeon Core had been acting strange lately. As if it were finally... coming to life. Watching over the crystal like a hawk for this very event, Ryker impatiently waits. Any day now, it'd start. And he could set about taking his vengeance. Starting with ripping the soul of the Dungeon out. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, forced political marriage (and consummation), and a hero who is as tactful as a dog at a cat show. Read at your own risk.

An anthology collection of seven stories set on the planet Ludus.

((Minor Spoiler and Warning at the bottom of the blurb. Please read all the way through.)) Sameerixis, or Sam for those who actually know him, isn't what you'd call normal. He had been a door-to-door salesman, of sorts. One that peddled wares, wishes, and whims to anyone willing to pay his prices. Except that life is gone now. His old business model had been modernized. Email, phone contacts, letters, flyers, business cards, and scheduled consultations. Sam was a man

trapped in place by his own success. And loving it. Additionally, he was also the owner of a Private Military Company that specialized in dealing with criminals or those wanted by a government. His goals were simple. Rebuilding his strength, establishing a comfortable life for himself and others, and taking from Jenaphila as much as he could. As he works to complete those objectives though, Sam's going to run up against some of the biggest players in any of the planes. And make enemies out of more than a few. Everything is changing faster than Sam would like it to. Heading right toward what might just be the end of the prime plane itself. Warning: This novel explores dark subjects, and what people will give up of themselves, and each other, to get what they want. The main character is written as a demon from another plane in a tough situation, and will not make choices that line up with societal and cultural norms. It contains adult themes and moral ambiguities. As with my previous work, explicit scenes are found within. It has violence and a harem relationship.

Steve doesn't know who he is. Or who he was. He doesn't know anything, actually. Not even where he is. Other than a vast open field of dirt. All Steve knows is that he's apparently supposed to build a farm. At least that's his only workable assumption. Given the number of farm-tools left to him. That and the massive number of sacks full of seeds. Unfortunately, this isn't even the strangest part of this new life. Hidden inside the farm tools, Steve finds messages. Messages that appear in floating windows in front of him. Messages from his past self, telling him that he'd already failed once. But he has no idea what he actually failed at. Or how he can succeed this time. Beyond all this, and unfortunately for Steve, the world just underwent a radical change. A change that's going to have Steve fighting the undead, bandits, nature, and even himself. All while the world falls down around him. And the only weapon he has is an axe. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

[Spoiler for the faint hearted at the bottom of the blurb. Please read all the way through.] Before world war two could reach its conclusion, the world suffered what could only be defined as a cataclysm. Now, Yosemite city stands as the gateway between two worlds. The empire of humanity to the west, and the wild wastes to the east. Standing at the helm for Yosemite is Vince, a Ranger turned city state ruler. Supporting him in his endeavors is his inner circle. Vince has begun to maneuver through the intricacies of ruling. At the same time he must balance his expanding foundation and fend off external threats. Thankfully, every single citizen of Yosemite is united to the cause. To make their home, permanent. To dig out their place in the world and make a stand. Things are starting to spiral out of control. Almost as quickly as he can put it all back together something else falls apart. And with Yosemite rapidly rising into prominence, Vince finds that it really means just putting a bulls-eye on your back. Warning: This novel contains adult themes and moral ambiguities. The main character is written as a real

person in an apocalypse, and will not make choices that line up with society and cultural norms. This story contains a harem and is an Adult Fantasy novel. Felix would like nothing more than to take a vacation. A long one. One where he didn't have to wake up every morning and worry over casualty lists for the day. Ever since he and the Legion had been forced to flee their headquarters four years previous, nothing had gone quite right. In fact, Felix and the Legion have been locked in a shadow war with enemies unknown. Ones with magic that could carve through their technology easily. As the rest of the world fell apart, tearing itself to pieces at every turn with the return of the old gods, the Legion has held the chaos back. The price in blood has been climbing slowly, lately. Felix suspects there's a change on the horizon. One that he hasn't prepared or developed a plan for. Or so his paranoia has been telling him. That there's a change coming now that'll shake up the world. One that will turn it inside out, Legion and Felix along with it. Felix has decided it's time to push ahead and act. To finish things and protect his people at the same time. To take his Legion and make it safe. Because that's all that matters in the end to him. His Legion. And it always came first. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

Book One In The Complete Dungeon Core Trilogy! Ryan doesn't remember much about his life before becoming dungeon core. Only that he had a bit of a disagreement with the church - something to do with a beheading? Now reborn, Ryan begins to arm his darkness dungeon with devious traps, bestial zombies and ill-named skeletal creations, without doing anything too evil. Well, mostly. Some adventurers just deserve a stalactite to the head. But Ryan quickly learns being a darkness dungeon isn't all loot and bone puns. With a necromancer on the rise and the Adventurer's Guild watching his every move, he must prove that not all darkness dungeons are malevolent... even if they do have a few skeletons in their caverns. Sadly, all of these issues keep distracting him from his own guilty pleasure, skeletal fight club. But don't tell his fairy about that. ((Minor Spoiler and Warning at the bottom of the blurb. Please read all the way through.)) The war with Gaelis has gone poorly for Alex's foes and well for his allies. He's enriched himself, empowered his county with that coin, and built his county ever higher. The war swings in favor of his Duchess. Yet the war still goes on. The end doesn't seem to be near, nor does Alex feel as if it is as simple as he'd once thought it. Alex would rather settle down in his county and live a quiet and enjoyable life. One filled with familial things and friends. Where he could make his county the pride of the empire in peace. Because he'd already gotten to the top once before. He'd climbed the corporate ladder in his previous life and missed out on really having one. Having friends. Or just a family. Now Alex wants only for the simple things. Things that have no place on the battlefield, kingdom politics, or the courts. That of course doesn't matter much when fate is concerned. Or really everyone else in the empire. They all have their own plans that all seem

to run counter to Alex's. Fortunately, Alex has been preparing. Making changes and building his foundation and seat of power ever higher. He's empowered the people he relies on and in. His armies are expertly trained and almost over-equipped. His treasury is overflowing and ready to be spent. Even with all of that, Alex isn't sure it'll be enough for what he believes is coming. Because spring is here. And that means roads will be opening. Passes will be traversable. Making it possible for armies to march. Which means it's time for Alex to get back to work. Because more than ever he has a lot to lose, including his newborn children. If he wants to keep them safe, he's going to have to ride to war once again. And end it once and for all no matter the cost. Warning: This novel explores dark subjects, and what people will give up of themselves, and each other, to get what they want. The main character is written as a real person in a tough situation and will not make choices that line up with societal and cultural norms. It contains adult themes and moral ambiguities. As with my previous work, explicit scenes are found within. It has violence and a harem relationship.

Enter a world of faerie magic and epic adventure in this spellbinding sequel to *Estranged*—a rich fantasy graphic novel perfect for fans of *Amulet*. After years of pretending to be human, the changeling Edmund Carter has assumed his rightful role as Cinder, king of the World Below. But not everyone at the royal palace is happy about his return. Meanwhile, Ed is adjusting to human life in the World Above. His birth family treats him with a kindness he never knew growing up in the Fay court, but Ed misses the sense of purpose he had as a knight. When a mysterious new threat emerges in the World Below, Cinder must call on Ed and their older sister, Alexis, for help. But nothing can prepare them for the family secret that awaits at the end of their perilous quest. With over two hundred pages of gorgeous watercolor paintings, *The Changeling King* invites readers on an epic journey through a magical world—one they will not soon forget.

Cut class. Kick ass. Save the frigging world. When college sophomore Dan Marshall's life morphs into a hybrid of Penn State and a homebrew tabletop RPG adventure, he grabs his talking two-handed sword and hits campus, seeking gold, girls, and glory. But even with two beautiful bad-ass women at his side, how can a low-level barbarian survive when he's pitted against a fraternity of gnolls, a dungeon full of nightmares, and an apocalyptic death cult bent on destroying the whole world? Warning: *Dan the Barbarian* is an over-the-top adventure novel intended for readers 18 and older. It includes explicit sex, graphic violence, a harem of gorgeous ass-kicking girls, and a foul-mouthed two-handed sword. Read at your own risk.

Auras empowering the body to superhuman status. Invocations tearing the land asunder. The war has arrived. The necromantic armies are on the warpath and nowhere is safe—even the sanctuary of the flying dungeon has been threatened. The leadership of nearly all the sentient races has been wiped out, and only the people most suited to repelling the advancing darkness have an intact monarchy. Cal learns quickly that the primary threat is not the far-off war, but the actions of

those entrusted with protecting the population. As it turns out, the idea of using a flying dungeon as a war machine is very tempting indeed. Dale has been facing his trials better than anyone could have hoped for, but when the war takes a turn for the worse, his role is forcibly relinquished. Since his only chance at survival is painful and rapid advancement, Dale must learn if his strength of will can develop into strength of flesh. The distance between the Heavens and the Earth might not be so far after all.

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In a world full of super powers, Felix has a pretty crappy one. He has the ability to modify any item he owns. To upgrade anything. Sounds great on paper. Almost like a video game. Except that the amount of power it takes to actually change, modify, or upgrade anything worthwhile is beyond his abilities. With that in mind, Felix settled into a normal life. A normal job. His entire world changes when the city he lives in is taken over by a Super Villain. Becoming a country of one city. A city state. Surprisingly, not a whole lot changed. Politicians were still corrupt. Banks still held onto your money. And criminals still committed crime. Though the black market has become more readily available. And in that not so black market, Felix discovers he has a way to make his power useful after all, and grasps a hold of his chance with both hands. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/partial harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

(Spoiler for the faint hearted at the bottom of the blurb. Please read all the way through.)(This is the Wild Wastes trilogy in one book) Before world war two could reach its conclusion, the world suffered what could only be defined as a cataclysm. Legend has it that an experiment failed. Catastrophically so. And when it failed, the center of the United States, from the Sierra Nevada to the Mississippi river became "The Waste", where everything changed. In The Waste, every fantasy creature, fairy tale demon, or mythological monster exists. From Orcs, to Neriads, Ogres, Trolls, Wratih, Elves, Harpies, and even Beastmen. They all exist, and all despise humankind. In the ruins of the west and east coasts new governments have arisen. With new jobs. Vince is a Ranger, a profession whose sole job duty is surviving in the waste, and taking missions from the Ranger Guild. Be it courier services, escorts, or simply exploring tombs and cities. Taking up an escort mission, Vince encounters a situation that will shape his life forever onward. As well as the lives of everyone in North America. Warning: This novel contains adult themes and moral ambiguities. The main character is written as a real person in an apocalypse, and will not make choices that line up with society and cultural norms. This story contains a harem and is an Adult Fantasy novel. (Product Page for Book 1: <https://www.amazon.com/Wild-Wastes-Randi-Darren-ebook/dp/B06XF4TGHD>)(Product Page for Book 2: <https://www.amazon.com/Wild-Wastes-Expansion-Randi-Darren-ebook/dp/B074XV3Y19>)(Product Page for Book 3: <https://www.amazon.com/Wild-Wastes-Southern-Randi-Darren-ebook/dp/B07DK65B>)

Reports to write, forms to fill, coffee to drink, leads to run down. Gus's life was a tedium and boredom he'd grown comfortable with. One that he sought out after he'd come back from his tour of duty. A Detective in the Paranormal Investigations Department. A job he could work day in and day out in relative peace. One cold and forgotten cup of coffee at a time. It was an environment that made some sense to him. At least in comparison to civilian life where almost

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nothing did. On top of that, it gave him a chance to hide what he was from the rest of the world. An apex predator that made the entirety of the Paranormal world fear him. His very species was often killed as soon as they were found out. By government and citizen alike. He's a Boogiemán. A name that made humans laugh, and vampires curse. It was a strange life to be sure. Now though, Gus's stable non-life is about to be kicked over. Whether he likes it or not, he's about to be handed a case that's going to mess up his already screwed up life. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/partial harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk. This is the Omnibus edition of the 1st Swing Shift trilogy. It contains all three books of the first trilogy. Only the description of the first book has been included to prevent spoilers from occurring. (Product Page for Book 1: <https://www.amazon.com/Swing-Shift-William-D-Arand-ebook/dp/B07R7YRQYC>) (Product Page for Book 2: <https://www.amazon.com/gp/product/B07YLJYD5C>) (Product Page for Book 3: <https://www.amazon.com/gp/product/B08HHQF3>)

Killer bees from Africa attack the US.

Mankind has been under attack for fifty years by the awesome power of bosses and monsters who are the denizens of dungeons. Monsters started these attacks when a mystical beast named Raekast appeared and threatened the world, eradicating human life from several continents. Raekast threatened all human life until a mysterious ceremony called 'Rebirth' unlocked the hidden potential of humans strong enough to repel and defeat her. Raekast's final, desperate act caused dungeons to spawn across the globe. The greatest of these dungeons is known as Titan. Dungeons are a threat to humanity and nature alike. Powerful reborn humans known as 'Slayers' enter their dangerous depths to kill the monsters and bosses that live within and retrieve treasure, items and more. Tad Harrington, a video game loving 16-year-old high school student, was bullied relentlessly throughout his life. Tad's Rebirth date has come. His last hope is to be reborn a slayer strong enough to enter the toughest dungeons where a life of power and luxury could await him. When things don't go according to plan, Tad finds out he has a special Rebirth, one that can level up and grow stronger by defeating monsters. Starting from level one, how high can Tad climb? Can he overcome the challenges and become the ultimate dungeon slayer?

Ryker only has one goal in his life right now: Turn a certain adventuring guild into a flaming wreck while dancing merrily through the smoldering ruins. All for the chance to get back at a handful of people. It isn't as if they didn't deserve it either. They had driven him from his home. Chased him physically from the very guild house itself. All the way to the gates of the city. Simply because he wasn't as strong as they expected him to be. As strong as he'd expected himself to be. He'd returned to the city the next day and left with his means for revenge. Something he'd hidden away and told no one about when he found it in one of his few Dungeon Dives. An inactive Dungeon Core. A crystal the size of a fist with a soul inside. One that could create anything from mana it wanted to. From monsters and complex cave systems to gold coins. Years spent in planning, and unfortunately farming, as he waited. Now it felt like his moment was finally here. The Dungeon Core had been acting strange lately. As if it were finally... coming to life. Watching over the crystal like a hawk for this very event, Ryker impatiently waits. Any day now, it'd start. And he could set about taking his vengeance. Starting with ripping the soul of the Dungeon out. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, forced political marriage (and consummation), and a hero who is as tactful as a dog at a cat show. Read at your own risk. (Product Page for Book 1: <https://www.amazon.com/gp/product/B07B4VYMJZ>) (Product Page for Book 2: <https://www.amazon.com/gp/product/B07PBDKKhF>) (Product Page for Book 3: <https://www.amazon.com/Dungeon-Deposited-William-D-Arand-ebook/dp/B07VXLP>)

Reports to write, forms to fill, coffee to drink, leads to run down, organized crime syndicates to break. Gus's life had been a tedium and boredom he'd grown comfortable with. One that he sought out after he'd come back from his tour of duty. That was before Melody, a contractor, more or less blew his life up as if it were a building packed full of c4. Then helped him make a new life, which he himself ended blowing up. A cushy new job with the FED, thrown out the window with a single gunshot. All based on an assumption of who was working for who, and that he'd been on the wrong side of the equation. And so ended his career in law enforcement after he became the assassin of a presidential candidate. Now Gus is on to the next job. This time, working for his contractor and wife. The job they're about to be given is a high paying one. The thing is that the people they're going up against? They're just out to see the world burn. To send it screaming back down into the dark ages. It's a good thing that he's a Boogiemán. Because being an apex predator that made the entirety of the Paranormal world fear him was something he could fall back on even in this situation. To hunt, investigate, and watch from the shadows. Wouldn't be the first time he'd put his life on the line either. Unfortunately for everyone involved, the long forgotten and primordial past was rearing its ugly head. Gus knows he can certainly punch above his own weight class, but this case might just be the one that ends him. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

Ever since 1759, when Voltaire wrote "Candide" in ridicule of the notion that this is the best of all possible worlds, this world has been a gayer place for readers. Voltaire wrote it in three days, and five or six generations have found that its laughter does not grow old. "Candide" has not aged. Yet how different the book would have looked if Voltaire had written it a hundred and fifty years later than 1759. It would have been, among other things, a book of sights and sounds. A modern writer would have tried to catch and fix in words some of those Atlantic changes which broke the Atlantic monotony of that voyage from Cadiz to Buenos Ayres. When Martin and Candide were sailing the length of the Mediterranean we should have had a contrast between naked scarped Balearic cliffs and headlands of Calabria in their mists. We should have had quarter distances, far horizons, the altering silhouettes of an Ionian island. Colored birds would have filled Paraguay with their silver or acid cries. Dr. Pangloss, to prove the existence of design in the universe, says that noses were made to carry spectacles, and so we have spectacles. A modern satirist would not try to paint with Voltaire's quick brush the doctrine that he wanted to expose. And he would choose a more complicated doctrine than Dr. Pangloss's optimism, would study it more closely, feel his destructive way about it with a more learned and caressing malice. His attack, stealthier, more flexible and more patient than Voltaire's, would call upon us, especially when his learning got a little out of control, to be more than patient. Now and then he would bore us. "Candide" never bored anybody except William Wordsworth. Voltaire's men and women point his case against optimism by starting high and falling low. A modern could not go about it after this fashion. He would not plunge his people into an unfamiliar misery. He would just keep them in the misery they were born to.

Steve doesn't know who he is. Or who he was. He doesn't know anything, actually. Not even where he is. Other than a vast open field of dirt. All Steve knows is that he's apparently supposed to build a farm. At least that's his only workable assumption. Given the number of farm-tools left to him. That and the massive number of sacks full of seeds. Unfortunately, this isn't even the strangest part of this new life. Hidden inside the farm tools, Steve finds messages. Messages that appear in floating windows in front of him. Messages from his past self, telling him that he'd already failed once. But he has no idea what he actually failed at. Or how he can succeed this time. Beyond all this, and unfortunately for Steve, the world just underwent a radical change. A change that's going to have Steve fighting the undead, bandits, nature, and even himself. All while the world falls down around him. And the only weapon he

has is an axe.Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.This story is an Adult Fantasy novel.This is the Compilation edition of the 1st Remnant Trilogy. It contains all three books of the first trilogy. Only the description of the first book has been included to prevent spoilers from occurring.(Product Page for Book 1: <https://www.amazon.com/Remnant-Randi-Darren-ebook/dp/B07Q4N87MQ>)(Product Page for Book 2: <https://www.amazon.com/Remnant-Book-2-Randi-Darren-ebook/dp/B07ZV8FMVD>)(Product Page for Book 3: <https://www.amazon.com/Remnant-Book-3-Randi-Darren-ebook/dp/B08C62V5>

Death came on swift wings. A soul, blessed by a goddess, falls to the land and enters his new life. He clings to a single memory, the defining moment of his previous life. Now, he learns how to succeed in his new life, as a new dungeon heart. To become the best dungeon he can be, he partners with the one existence all dungeons need: his bonded Dungeon Pixie

Ash's life is anything but normal these days.Having unlocked his Dantian, he's grown in power. Grown to the point where he has others that depend on him for that power.In this world of martial arts, only the strong and the ruthless survive.Everyone else is merely a stepping stone on their path of Cultivation, or an obstacle to be overcome.Or knocked down.A world where the strong rule, and the weak die.Utilizing the Hall, the voice in his head that calls itself Locke, and all the powers available to him, Ash has begun his own journey of Cultivation.Except that as a Fated One, his journey is a narrow and winding path between two cosmic forces. Each one vying for dominance.And that has nothing to do with what Locke has planned for him.This is his second step in his life as a Cultivator. Overcoming his first tribulation, and solidifying his Dantian.This is a VeilVerse novel.Warning and minor spoiler: This novel contains graphic violence, undefined relationships/a full harem, unconventional opinions/beliefs, and a hero who is tactful as a dog at a cat show. Read at your own risk.

When little, twelve-year-old Molly arrives at Castle Hangnail to fill the vacancy for a wicked witch, the minions who dwell there have no choice but to give her the job and at first it seems she will be able to keep the castle open, but Molly has quite a few secrets that could cause trouble.

Warner spent his days like no one else.He got up, went to work, forced people to balance their scales- either through taking lives or forced penance- went home, spent time with his daughter, slept with one of his girlfriends, and went to sleep.Only to repeat the pattern over and over and over.Life was the furthest thing from mundane that it could ever be.Warner's life had changed when his daughter had been nearly fatally injured, plunging Warner into a world of paranormal creatures, monsters, and magic that he'd never known existed.Then he came out the other side as the arbiter of Retribution. He now personally hands out justice to any and all he comes across.Warner has been using his powers considerably since then. Cutting down all who would stand before him and attempt to stop him in his personal crusade.The price he is forced to pay for such power is catching up to him. Catching up to him and forcing him to pay... with

interest. Spending more of his time sick and wretched after overuse of the power, he must now begin to wonder about the balance in his own life. Each time he finds himself throwing up golden vomit that turns to blood, he has to wonder just how much damage he is causing to his own body. Except a great change in the world is coming. One that will force a reckoning no one wishes, with Warner becoming a massive lightning rod for it. The very world trembles with the actions he's taken, and quails in fright at what he must do next. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

This Jamaican-inspired fantasy debut about two enemy witches who must enter into a deadly alliance to take down a common enemy has the twisted cat-and-mouse of *Killing Eve* with the richly imagined fantasy world of *Furyborn* and *Ember in the Ashes*. Divided by their order. United by their vengeance. Iraya has spent her life in a cell, but every day brings her closer to freedom—and vengeance. Jazmyne is the Queen's daughter, but unlike her sister before her, she has no intention of dying to strengthen her mother's power. Sworn enemies, these two witches enter a precarious alliance to take down a mutual threat. But power is intoxicating, revenge is a bloody pursuit, and nothing is certain—except the lengths they will go to win this game. "A thundering waterfall of magic, vengeance and intrigue." —Samantha Shannon, *New York Times* & *Sunday Times* bestselling author of *The Priory of the Orange Tree* and *The Bone Season*.

Steve doesn't know who he was. He does know a lot more than he did previously though. He's in a country called Lamals where men are required to have children, then more often than not go fight and die. And that's just how it is. Things are at least improving though. Steve successfully put a stop to the Creep's advance. He'd buried it under a mountain of broken wall and escaped with his life. Which eliminates one enemy. The creep and it's undead. Now he only has to worry about bandits, the military, the country of Lamals, and other people. With that problem neatly solved, Steve can worry about problems closer to home. After all, his only true concerns are about his farm and his family. That's all he really needs. Everyone else little better than a resource to be utilized. Unfortunately, things still aren't what they seem to be. The messages Steve left himself pointed at something beyond their contents. Now, that something more is about to make contact with him. On top of that, the farm is going to hit capacity eventually. Especially if one factored into it that Steve was likely going to have children at some point in the future. Family troubles and more problems than he could expect are about to find Steve. Shooting up as if they were trees grown with his over-powered watering can. Good thing Steve has his Axe. Any problem can be solved with it with the right application of force. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at

your own risk. This story is an Adult Fantasy novel.

Ryker only had one goal in his life right now: Turn a certain adventuring guild into a flaming wreck while dancing merrily through the smoldering ruins. All for the chance to get back at a handful of people. It didn't work out that way though. At all. He'd become the Count of Dungeon, made a hostage, married off to the false queen's daughter against his will, and had his county made ground zero for a religious war. To top all that off, the Dark Lord of the North wants to see Ryker personally. The smoldering ruins of Dungeon have been cleared, the patterns reset, and Ryker has a task that is more than likely too much for him. Hold Dungeon, and give Lauren, the rightful queen, some breathing room. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

Runner and his team managed to bring peace to Tirtius, successfully log the crew out, and have begun settling in to make a home on the isle of Vix. North Wood fort itself. Fate isn't going to let them go that easily though. She clearly hasn't decided on what to do with him. Plots are in motion. Threats local, outside of the ship, divine, and abroad in game scheme to exterminate Runner and the threat he represents. The possibility of what he could become. To top it all off, the server is clearly ramping up towards a full awakening. What does one do with an entire world of "living" beings who are aware? It all comes to a head when an assassin attempts to take his life in his own home. Now comes the true test. What is he willing to wager to build the future he wants, both in game and out? Or rather, who?

Professional diver Will Sturman and brilliant and beautiful oceanographer Valerie Martell must stop a school of voracious sea creatures before they devastate the world's oceans. Original.

Phillip had spent his life living by his mother's code of honor. One she had instilled in not just him but her household staff, her soldiers under her command as a general, and all his siblings. One that called to the familial bonds and the importance of putting those above all else. Second only to the land and the crown. If he was being honest with himself, Phillip valued that code of honor. It was something the Curis family was known for. An honorable military family led by a Duchess, Phillip's grandmother. That code, the honor of duty, is about to be tested in Phillip. He and it will be put through the forge of conflict and forced to become either hardened, or terribly brittle. On the day of his formal marriage agreement, Phillip's family is called to war. What would have been a celebration now turns to a swift goodbye as his family rolls into action. Sharpening swords, mending armor, and readying horses to fight for the queen. Being sent off quickly as there was no time to waste. Now Phillip will need to adapt to his new in-laws and family members, a mercantile family of great worth but no noble standing. Their marriage to him will rise them up to the lowest strata of the nobility, but still nobility. At the same time, Phillip will have to navigate through the murky political

waters of the new city he'll now call home. As well as fight to carve out a role for himself that fits his desire. All while hopefully growing to understand his wife - whom he had only just met. A young woman his own age named Alice. Cunning and bright, she's nearly ready to take over the family mercantile business as a whole. Armed with his intelligence, his uncanny ability to read people, and his stubborn nature, Phillip has to become his own man, and define how his code will fit in his new life. Regardless of what anyone else wants of him. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

Haile Selassie I, the last emperor of Ethiopia, was as brilliant as he was formidable. An early proponent of African unity and independence who claimed to be a descendant of King Solomon, he fought with the Allies against the Axis powers during World War II and was a messianic figure for the Jamaican Rastafarians. But the final years of his empire saw turmoil and revolution, and he was ultimately overthrown and assassinated in a communist coup. Written by Asfa-Wossen Asserate, Haile Selassie's grandnephew, this is the first major biography of this final "king of kings." Asserate, who spent his childhood and adolescence in Ethiopia before fleeing the revolution of 1974, knew Selassie personally and gained intimate insights into life at the imperial court. Introducing him as a reformer and an autocrat whose personal history—with all of its upheavals, promises, and horrors—reflects in many ways the history of the twentieth century itself, Asserate uses his own experiences and painstaking research in family and public archives to achieve a colorful and even-handed portrait of the emperor.

'I absolutely loved this... It's one of the funniest books I've read in ages, perhaps ever! I couldn't get enough of it... a hilariously funny, fast-paced romance.' Netgalley review, 5***** Izzy's always played by the rules. But now, it's time to break them...

'The Last Viking is a masterful and pulse-pounding narrative that transports the reader into the middle of the action.' Carl Gnam, Military Heritage Harald Sigurdsson burst into history as a teenaged youth in a Viking battle from which he escaped with little more than his life and a thirst for vengeance. But from these humble origins, he became one of Norway's most legendary kings. The Last Viking is a fast-moving narrative account of the life of King Harald Hardrada, as he journeyed across the medieval world, from the frozen wastelands of the North to the glittering towers of Byzantium and the passions of the Holy Land, until his warrior death on the battlefield in England. Combining Norse sagas, Byzantine accounts, Anglo-Saxon chronicles, and even King Harald's own verse and prose into a single, compelling story, Don Hollway vividly depicts the violence and spectacle of the late Viking era and delves into the dramatic events that brought an end to almost three centuries of Norse conquest and expansion. Ryker only had one goal in his life right now: Turn a certain adventuring guild into

a flaming wreck while dancing merrily through the smoldering ruins. All for the chance to get back at a handful of people. It didn't work out that way though. At all. He'd died, been forced into the body of an Avatar, absconded with the queen as her castle fell to betrayal, kidnapped a little kid who is obviously more than he seems, and to top all that off, he killed his undead father. The smoldering ruins of the Queendom have cooled, the patterns reset, and Ryker has a task that is more than likely too much for him. Take the Queendom back, destroy two armies, and give Lauren, the rightful queen, back her crown. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk

((Minor Spoiler and Warning at the bottom of the blurb. Please read all the way through.)) Alex is dead. Dead, and apparently with a one way ticket to a place that only the worst of the worst go. All for a simple choice he made about a product his company owned. Damned for all time. Luckily for him, he's about to be given a chance. Another choice to make. He can instead, return to the land of the living, though his soul would belong to another. Except the world he's being sent to, isn't the same one he came from. It's not even a similar period in time, but from something long past in history. The dark ages. And part of the deal to live again, is to make pacts with others. Pacts that would bind others in secrecy. That they could never speak of what they'd done. Deals for anything, and everything. From things as simple as a meal, to their very lives. How much would you give of yourself to live on in the world is an easy question. The better question, is how much would you take from others? If Alex wants to keep living, to keep his soul from being sent to the darkest corner of hell, he'll have to ask himself that question. Daily. Warning: This novel explores dark subjects, and what people will give up of themselves, and each other, to get what they want. The main character is written as a real person in a tough situation, and will not make choices that line up with societal and cultural norms. It contains adult themes and moral ambiguities. As with my previous work, explicit scenes are found within. It has violence and a harem relationship. This is the Omnibus edition of the 1st Fostering Faust Trilogy. It contains all three books of the first trilogy. Only the description of the first book has been included to prevent spoilers from occurring. (Product Page for Book 1: <https://www.amazon.com/gp/product/B07CXSP9TQ>) (Product Page for Book 2: <https://www.amazon.com/gp/product/B07NBL8YHN>) (Product Page for Book 3: <https://www.amazon.com/gp/product/B07SHKZP>)

<https://www.amazon.com/gp/product/B07CXSP9TQ>) (Product Page for Book 2: <https://www.amazon.com/gp/product/B07NBL8YHN>) (Product Page for Book 3: <https://www.amazon.com/gp/product/B07SHKZP>)

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