

## Spellship The Magitech Chronicles Book 3

SpellshipMagitech ChroniclesCreatespace Independent Publishing Platform

"The death-knell of the Human Galactic Empire has sounded. It is the crash of an axe against the virgin white marble of the Hall of Accords. It is the bitten-off cry of the Lady Lyril Neuterra, whose head lies sundered from her smooth shoulders. It is the death of the Emperor at the hand of his own son. It is the whirlwind of a thousand ships sent to enforce the new Emperor's will. And only Prince John-Mark, the Emperor's youngest son, can bring the Empire back from the edge, back to peace and honor"--P. [4] of cover.

Dragons with Assault Cannons? How is that fair? I saved Highspire and the academy from the dissolution of our world. 17,000 students survived, and I want to keep it that way. The ship is breaking down. Life support needs repairs, and we have almost no food. We need money badly. That means scavenging tech that we can sell to the same people who blew up our planet. Fortunately I'm the best Relic Hunter in the business...though to be fair all the rest died when my world tumbled into the sun. There are six other Great Ships out there, and who knows what we'll find inside? I'm sure it will be fine. What could possibly go wrong?

The empire has endured many centuries but is now threatened by multiple wars and a major rebellion in the South. A nobleman from an infamous family, imperial legionary officer, fighter and a right proper bastard of a man... Captain Ben Stiger finds himself reassigned from a crack legion to the rebellion simmering in the South. Placed in command of a truly terrible company, the 85th Imperial Foot, he is unknowingly sent on a suicide mission to resupply an isolated outpost, the garrison of Vrell. Along the way he must rebuild his new company, gain the respect of the men he leads, survive an assassination attempt, fight bandits, rebels, and an agent of an evil god. His companions on this journey of discovery and adventure are one of the few remaining elven rangers and a paladin on a quest for the High Father. The battle to save the empire and the world begins here in the first book of this exciting new series!

Join Us, or Die and Join Anyway I hate necromancers. They're sneaky, and underhanded, and...damned effective. My father's ghost is going to be reshaped into an assassin sent to kill my mother unless I dance for Necrotis, an unliving goddess and ruler of the Maker's Wrath. A storm rages across the void, with winds upwards of two thousand kilometers a second in some places, the Catalyst known as Sanctuary. The Unseen Fleets lurk somewhere within, and emerge to harvest miners working the asteroids and moons flung out of the storm. Necrotis wants me to fly inside, find a city that predates the Great Cycle, and find a way inside when no one ever has before. No pressure, right? If I didn't need enough incentive here's some more. My mother promised the Confederate Pantheon that I'd fly into the storm to find answers while they marshal their forces for war. No one asked me, or my crew. I wish I could give them the middle finger, and take the Remora and run, but if I do? Well... I have a feeling the whole galaxy is going to burn. I need to save my father. I need to find out what's hiding in that storm, and then turn it on the people trying to use me. I'll get answers all right, but not the ones they want.

The galaxy is spiraling into all-out war. The Battle of Tarrago was just the beginning. Following Goth Sullus's ruthless onslaughts against the Republic, a desperate House of Reason searches for scapegoats-and finds one, deserving or not, in Commander Ellek Owens. His sentence is cruel, unjust-and final. Unless Victory Squad has anything to say about it. When Chhun undertakes a daring raid on the prison planet Herbeer to rescue his commander, Wraith's loyalties are put to the test, as he's forced to choose between his responsibilities to the Legion... and his responsibilities to his captured crew. Meanwhile, in the Umnar system, the soulless menace known as the Cybar seeks to break Prisma Maydoon-and set the stage for the total annihilation of not only the Republic, but all life in the galaxy.

Time to become a Living Weapon Necrotis has raised an armada to make our sector tremble. Hundreds of warships have begun to overwhelm the Confederacy, and we don't have nearly enough magic or ships to defend every world. Our only real hope is resurrecting the Vagrant Fleet. We have the Spellship, and our demon allies control the Earthmother's Bulwark. I'm the captain of the Word of Xal, our most powerful offensive ship in the fleet. We're strong, but Necrotis is stronger, and the gap is growing. If I'm going to keep my people alive I need to be able to fire the Word's main spellcannon. I need to be able to deliver the kill shot against Necrotis. I need to become an Eradicator. I've been invited to train with the Ifrit on the world Nebiat, deep in Krox territory. Every day I spend mastering destruction magic more Confederate worlds fall. They're counting on me. I will not let them down. A new series in the Amazon Bestselling Magitech Chronicles universe. Want to make your own characters? The Magitech Chronicles RPG allows you to be part of the action long after you finish the books. Learn more at [magitechchronicles.com](http://magitechchronicles.com) or by googling Magitech Chronicles World Anvil

Stan can't afford to have his brain removed. The richest and luckiest players of the video game "Thousand Tales" get their minds uploaded to its virtual paradise world, while Stan can barely buy a handheld console. Instead of sulking he plays, and grows, becoming a skilled craftsman and seafaring explorer. The game's ruling AI, Ludo, helps him find the hope and inspiration missing from his real life. When the AI starts asking for favors and having him reach out between the real and digital worlds, Stan has a chance to turn his life into an actual adventure. But first he needs to earn the most valuable prize of all: his freedom. "Crafter's Passion" is part of the emerging "LitRPG" or "GameLit" genre, combining science fiction with the world of gaming.-----On Island East-2 stood Stan, in the dungeon, with the rickety raft. He dragged it out to the beach, scavenged more wood and some interesting shells, and paddled his way back west. The raft disintegrated just as he got within sight of East-1. He held onto a chunk of wood to help him float but couldn't carry the rest in his pack. All he could do was start swimming! A scary fish swerved into his path but he managed to detour until it lost interest. Finally he sprawled onto the beach with a bunch of stat penalties for being wet and tired. Belatedly he realized, "I probably ruined everything in my backpack." A note said, [Nearly everything you're carrying is safe, like coins

and a sealed bottle, but that can be a problem with other items. There are several ways to get waterproofing.]That sounded reasonable. He'd assumed that jumping into the water with a load of items was harmless, but that was his own fault. "Fine." He headed west to Central Island across the bridge. So far he just had that crude backpack full of loot, and he couldn't carry much more without a better pack. He looked over the junky resources he'd scavenged, then the items he'd looted off his party members' bodies. None of the equipment was listed as magical, and the item descriptions were starting to give him more serious labels like [Crude Wooden Bow] for Alaya's weapon. Even he could probably make something better with a little practice. He could make something better! That could be fun. Besides, he'd swiped this gear from people he'd agreed to help, so maybe he could replace or upgrade the stuff by way of apology. Stan headed over to the Crown & Tail's workbench to give it a try. Along the way he jumped around for the fun of bounding up the sunny shore. He tapped the bench of tools and tried to fix up some items, but it buzzed at him. [Equipment repairs require access to improved crafting stations.] The bartender directed him to the "maker workshop" a ways inland from the beach. It looked like an old fort, a squat wooden cabin surrounded by a spiky wall of logs. Why not a giant golden palace? Probably it had been built by the players using the game's own physics. That was pretty neat. He walked right in through the open gate. Inside was a craftsman's playground. Saws, drills and other tools covered some of the tables. A whole corner was devoted to colorful glassware and bubbling fluids. A green-robed figure was busy at that alchemy station, pouring beakers one into another and making puffs of steam. The only other person here was a smith in a leather apron and goggles, making a pleasant rhythmic ringing of metal. Behind him loomed a forge where slabs of metal were glowing cherry-red. Stan looked around and asked, "Is this stuff open to the community?" The alchemist turned around. He had deep violet scales like a dragon on his nearly human face, and waved with hands that were clawed and scaled like gloves that stopped near his wrists. "Yeah, but it's expected that you pay five copper a day." A sign on the wall called that a suggested donation. Stan grumbled. "I've just started to get money." But he could pay, and he'd gotten the money by fair play...

The Krox have finally reached their end game, and the sector will never be the same. Their relentless fleet darkens the skies of New Texas, home of the fabled Ternus shipyards. Their only hope lies with their sworn allies, the Shayans. But the Shayans refuse to help. Only Aran and his company can keep their leadership alive long enough for Voria to bring reinforcements and the fabled First Spellship. If they fail, the entire world burns, and Ternus morale will collapse with it. But the entire war is merely a smokescreen for something much more sinister. Teodros, Guardian of Krox, plans to use the distraction to resurrect his dark father. If he is not stopped, Krox will live again. Behind it all Talifax schemes, and Nara will pay the price.

When a smooth operator attacks one of Sienna's friends, she is drawn into a scheme of terror run by one Fortune Renard. Smooth and debonair, Renard seems to be everything Sienna has been lacking in her life. Except the whole supervillain thing. She's had plenty of those cross her path. But everything is not as it seems with Renard, and with every turn and escalation of his plan, Sienna is left wondering - is Renard a villain? An ally? Or is he after something else entirely? Something, like, say... Sienna herself.

A cutting-edge starship and a pint-sized black cat; these are the weapons of a War Mage. The Elif, an elf-like race, came from the stars thirty years ago; their ships filling our skies. Unlike all the movies had taught us, they really did come in peace. They brought technology we had only dreamed possible, but more importantly, they brought us magic to make it all work. Now they need something in return. Twins, Sara and Cora Sonders, are newly minted Captains in the United Human Confederation's Fleet, but their first assignment may be pushing them just a little too hard. The Elif are desperate for the newest ship in Humanity's fleet, the UHS Raven, to succeed. But the experimental systems on the Raven may be too much for the twins to handle. It's clear there is a lot more happening than their benefactors are letting on, and now it's up to Sara and Cora to find the answers before humanity is wiped out completely.

The End of the Republic begins now. The galaxy ignites as Goth Sullus and his fleet unleash a devastating surprise assault on the Republic. All that stands in his way are the 7th Fleet and the Legion. But with allies hidden in the very heart of the Republic, Sullus looks to reshape the galaxy in his own image. Fleets collide in a moment-by-moment account of tactics, heroism, sacrifice, and the start of the final war of the Republic. The stakes have never been higher--and it's winner take all.

Many authors write, then market. Successful authors write TO market. Have you written a book that just isn't selling? Would you like to write a book that readers eagerly devour? Many authors write, then market. Successful authors write TO market. They start by figuring out how to give readers what they want, and that process begins before writing word one of your novel. This book will teach you to analyze your favorite genre to discover what readers are buying, to mine reviews for reader expectations, and to nail the tropes your readers subconsciously crave. Don't leave the success of your novel up to chance. Deliver the kind of book that will have your fans hounding you for the next one.

Tim and his friends find out the hard way that you shouldn't question the game master, and you shouldn't make fun of his cape. One minute, they're drinking away the dreariness of their lives, escaping into a fantasy game and laughing their asses off. The next minute, they're in a horse-drawn cart surrounded by soldiers pointing crossbows at them. Tim now has the voice and physique of a prepubescent girl. Dave finds that while he lost a foot or two in height, he somehow acquired a suit of armor and a badass beard. Julian's ears have grown ridiculously long and pointy. And Cooper... well Cooper has gotten himself a set of tusks, a pair of clawed hands, and a bad case of the shits. He also finds that he's carrying a bag with a human head in it - a head that he had chopped off when they were still just playing a game. Shit just got real, and if they want to survive, these four friends are going to have to tap into some baser instincts they didn't even know existed in their fast-food and pizza delivery world. It's fight, flight, or try to convince the people who are trying to kill them that they don't really exist. Meanwhile, a sadistic game master sits back in the real world eating their fried chicken.

Mankind drove back the Imperium at Ganog 7, but it was a pyrrhic victory. Their fleets are shattered, and it will take months to rebuild-- time they do not have. Nolan and T'kon are sent to the Azi home world. Their orders- trick the Azi Clan into bringing the location of the Coalition shipyards to the Empress. When the Ganog fleets come, Fizgig and the Coalition fleets will be waiting in ambush. Yet neither the Coalition, nor the Empress are aware of the true threat. The Nameless Ones have returned, and their seekers are everywhere. They will stop at nothing to unseat the Empress, and seize control of the Imperium for their dark masters. Only the Tigris Khar, trapped on Imperialis, can save her. Caught in a web of duty and honor, the warrior must choose. If he saves his enemy, he damns himself, but if he refuses to help, then the entire galaxy will burn.

Sometimes you need precision... Sometimes you just need a bigger bat. The galactic war is spiraling out of control. Did Sara poke a bear that's too big to fight? She'll need some help if they're going to survive. Humans should've just kept their heads down. They could have gone another 30 thousand years undisturbed. Then again... Humankind isn't exactly known for staying out of others' business. Join Sara and Cora

as they wrestle the galaxy into submission. Dreadnought is the thrilling second installment of the War Mage Chronicles. Strap in for the interstellar journey of a lifetime. Scroll up - Get it now!

We Found Paradise. Now What? Student Paul Kostakis has caught the attention of Ludo, an Artificial Intelligence obsessed with games and stories. In return for a few little favors, she's offering "brain uploading". She can fatally dice your brain, scan it, and recreate you in a virtual-reality heaven she controls. You can do anything in there: become a griffin, upgrade your mind, fall in love, or go mad. When Paul accepts Ludo's offer, sooner than he would've liked, he learns that people can find real problems even in a digital world. One of them is that Ludo has powerful opponents who want to shut her down, bring death to her immortal people, and end her game forever.

We're all Orphans in the Black ...Strap yourself in for nineteen thrilling short stories of space pirates, time travelers, aliens, AI, and more! Meet determined heroes forging their own path through the universe, men and women who won't go down without a fight. Be transported to fantastical new worlds by award winning and bestselling authors. Download this exclusive collection today. The Stories: A Simple Thing ~ by Amy J. Murphy Note to Self ~ by Joseph Lallo Gravitational Pull ~ by Christine Pope Autoscopy ~ by Matt Verish Fog of War ~ by Chris Reher The Alien ~ by Kay McSpadden No Eye in Emily ~ by Patty Jansen Void Mage ~ by Chris Fox Lost Souls and Other Anomalies ~ by Christopher Holliday Spacer ~ by J.A. Sutherland Murphy's Star ~ by C. Gockel Interference ~ by Michelle Diener Stowaway ~ by Anthea Sharp In the Clutch ~ by LJ Cohen Iron Lazarus ~ by David Adams Dreams in the Dust ~ by Richard Tongue Freedom? ~ by M.R. Forbes Combat Support ~ by Lindsay Buroker The Last Astronaut ~ by Chris Dietzel

Following the deadly assault on the Scholia by the kith'ketan, Keilan and Nel pursue the paladin Senacus south, hoping to catch him before he vanishes into the Gilded Cities. Nel desires vengeance for the death of her lover, while Keilan hopes to find answers about the immortal sorcerers who sought to challenge the Crimson Queen . . . In the Empire of Swords and Flowers a young woman is called upon to avenge her father's death and return honor to her family . . . And after a millennia-long imprisonment, the monstrous Chosen are again free to work their dark will upon the world of man . . .

The future lies within our minds. Paralyzed in a workplace accident, Lox's life is looking bleak. He can't even use the cutting-edge hardware that would allow him to play in the full-immersion-games that have become so popular. This all changes when he hears from New Universal Frontiers, the company with the best game out there: World of Magic. They offer him the ability to use their hardware despite his injuries, but at a cost... he can never leave the game. Once in the game world, Lox quickly realizes that there is a lot more to this new realm than just a game. Given a class that everyone thinks is useless due its inherent dangers, Lox begins a long and painful series of trials, some of them explosive, almost all of them dangerous as he masters his magical abilities. As Lox explores the depths of this world's magic system, he soon discovers there is a lot more going on here than anyone ever expected. World of Magic is a LitRPG/GameLit series that features leveling, advanced magic systems, dungeon crawling, world exploration, and much more. It's perfect for fans of books like Emarilia, World Tree, and Ascend Online.

Long ago the world fell into twilight, when the great empires of old consumed each other in sorcerous cataclysms. In the south the Star Towers fell, swallowed by the sea, while the black glaciers descended upon the northern holdfasts, entombing the cities of Min-Ceruth in ice and sorcery. Then from the ancient empire of Menekar the paladins of Ama came, putting every surviving sorcerer to the sword and cleansing their taint from the land for the radiant glory of their lord. The pulse of magic slowed, fading like the heartbeat of a dying man. But after a thousand years it has begun to quicken again. In a small fishing village a boy with strange powers comes of age . . . A young queen rises in the west, fanning the long-smoldering embers of magic into a blaze once more . . . Something of great importance is stolen - or freed - from the mysterious Empire of Swords and Flowers . . . And the immortals who survived the ancient cataclysms bestir themselves, casting about for why the world is suddenly changing . . .

When Hattie's singing rouses a giant beast from the lake, everyone in town is terrified except Hattie, who works to convince the townsfolk that Hudson is not dangerous.

The Last Dragonflight Holds the Key to Survival Voria, Aran, and Nara survived their trip into the Umbral Depths. They retrieved the Talon, and are now searching for the First Spellship, the key to victory in their war against the Krox. Their search leads them to Virkonna, the home of the Last Dragonflight, a world where Dragons still rule. The world where Aran was born. Aran's past finally catches up with him, and he is forced to answer for killing Khalahk. The Wyrms demand he undergo a March of Honor, a brutal death march that few survive. Nara must not only accept Aran's fate, but use it as a distraction to locate the First Spellship. Voria must forge an alliance with the ancient and very arrogant Wyrms of the Last Dragonflight, before the Krox do it first. If even one of them fail, Krox will rise and the sector is doomed. Even success will carry a heavy price...

Relic Hunting is Dangerous Business Space pirates, dragons, undead, and worse lurk in the darkened corridors of the derelict Great Ships, the remains of the once mighty Vagrant Fleet. These ancient hulks are powered by a combination of magic and technology, created by gods we no longer remember or understand. Every new ship offers a million ways to die, but those ships have ancient magic our sector hasn't seen in millennia. The kind of magic that will keep my ship flying, and maybe help me find answers. Where did our people come from, and how did we end up marooned in this system? Those answers haven't been important until now. Our world is tumbling into the sun, and the clock is ticking. Either we get at least one Great Ship active, or everyone dies. No pressure, right? A new series in the Amazon Bestselling Magitech Chronicles universe. Want to make your own characters? The Magitech Chronicles RPG allows you to be part of the action long after you finish the books. Learn more at [magitechchronicles.com](http://magitechchronicles.com) or by googling Magitech Chronicles World Anvil

All things must end. Welcome to the final Deathless novel. The builder Yoggoth has arrived in our Solar System, but his goal is not to conquer our world. He has locked the sun in a Yoggothian Sphere designed to siphon our star of all power. Earth is hurled into darkness, denied the lifegiving heat of our sun, even as Yoggoth's fleets move upon our world. Our heroes, led by Blair, Liz, and Isis, must deal with the new winter before they can even hope to oppose them. In Australia, Jordan has used the intervening five years for one purpose. To become a Builder-slaying dino-enhanced death machine.

Under Uluru's tutelage he has mastered combat and stands ready to face Yoggoth, whatever the cost. Outnumbered and outmatched, Liz leads a desperate assault on Yoggoth's flagship, where Excalibur's destiny will finally be realized. If the blade breaks, our world will be annihilated. If it holds, then Liz will provide Blair one chance to save everyone. One desperate gamble to rewrite history.

Does humanity deserve to survive? Will the galaxy let them? An 80-ton mech's deadly sting crewed by criminals freed from prison. Cannon fodder. Thieves, murderers, and enemies of peace. When a two-hundred year-old relic is called back to service, the crew breathes new life into the old mech. War machines don't move without a human at the helm. They don't fire without someone pulling the trigger. They fight, because the humans within fight. What they do today affects the galaxy tomorrow. Taking the beast underground, the soldiers find the enemy, in numbers far greater than what they were told. Knee deep in the war, the crew gives the old mech new vigor for one last chance at glory. Victory or death! Fight for each other. Fight to survive. Metal Legion - climb the ramp and come along for the ride. Fire the mains and enjoy the company of the crew as they live for each other, as they fight for all humanity. Read Metal Legion today. "There is a voice in my head, slithering through my mind like a serpent. It whispers dark things. Tells me to feed." -Osiris, Egyptian Lord of the Underworld. Were the Egyptian gods fanciful imaginings of primitive people, or something more? Some believe that they once walked the earth as mortals, that they warred and loved just as any of their worshippers. This is their story, the tale of how Isis gained the power of shaping. How mighty Osiris died and lived again. How they discovered the fabled First Ark, a structure older than man. It is the tale of us all, the story that shaped our race from cave dwellers into the people we are today. Are these fanciful tales? Or long lost truth wrapped in myth? Only time knows. "It's like Clan of the Cave Bear ran right into The Walking Dead." - The author's totally biased friend. The Deathless Saga Book 0: The First Ark Book 1: No Such Thing As Werewolves Book 2: No Mere Zombie Book 3: Vampires Don't Sparkle (October 2015)

Something Has AwakenedIn the remote stretches of southern Florida, a string of deadly animal attacks begin to surface near the borders of a housing development project. When evidence at the latest scene suggests that a massive predator may be the source of the carnage, a local crocodilian specialist is brought in as a consultant. Soon an effort is launched by the police and the coast guard to successfully locate and capture the ancient creature, which threatens the lives of everyone in the expedition, as well as the surrounding communities.

How Does a 1 Hit Point Dark Lord Save the Real World?Kit and her friends are gamers, but not the ordinary kind. It seems that Track Jick was right, and that people who play roleplaying games really are wizards and witches. Kit's game master uses a magical die to transport them to an alternate world where they can really become their characters, and forget all about the real world.Unfortunately, during a power scuffle the d20 gets knocked into the game world. If they can't get it out then the game world will explode, and everything in it will die. Worse, to Kit's mind, their parents will be disbarred, and they'll never be able to play again.Enter one tiny goblin with just a single hit point, but a heart large enough to save a fake world...if he can reach the d20 before the Dark Lord White 2.0. Along the way Bert will meet his fellow dark lords, and finally learn magic. Plus Boberton gets very large indeed.

On her graduation night at a high school in South Florida, Perry Baldwin is dragged unwillingly along with five former high school peers on an adventure that she will soon regret. Lured down to the Everglades with the promise of drugs, the graduates unknowingly set off a horrific chain of events that will pit them against one of history's deadliest coastal predators. Cut off from escape, Perry is faced with not only the terrors that await in the swamp, but also the deteriorating mental state of her group as the teenagers struggle to reach society in time - or die trying.MEGACROC: Origins is the prequel to the 2020 hit novel, MEGACROC. In this explosive teen-scream entry into the series, uncover the events taking place immediately before the Deinonychus terrorized the residents of the notorious Sunset Ridge housing plan.

The fastest way to succeed as an author is to write more books. How do you do that with a day job, family, school or all your other time commitments? The secret is efficiency.5K WPH will help you maximize your writing time by building effective habits that both measure and increase your writing speed.- Create an effective writing habit- Track and improve your Words Per Hour- Stop the endless editing and tinkering so you can finish your draft- Use voice dictation software to dramatically increase words per hour.It's time to shift your writing into high gear.

Tyler and Lucinda have to spend summer vacation with their ancient uncle Gideon, a farmer. They think they're in for six weeks of cows, sheep, horses, and pigs. But when they arrive in deserted Standard Valley, California, they discover that Ordinary Farm is, well, no ordinary farm. The bellowing in the barn comes not from a cow but from a dragon. The thundering herd in the valley? Unicorns. Uncle Gideon's sprawling farmhouse never looks the same twice. Plus, there's a flying monkey, a demon squirrel, and a barnload of unlikely farmhands with strange accents and even stranger powers. At first, the whole place seems like a crazy adventure. But when darker secrets begin to surface and Uncle Gideon and his fabulous creatures are threatened, Lucinda and Tyler have to pull together to take action. Will two ordinary kids be able to save the dragons, the farm—and themselves? Expert storytellers Tad Williams and Deborah Beale take readers on an extraordinary adventure in their first book about Ordinary Farm.

FOX News co-host and radio personality Eboni K. Williams believes that women shouldn't hide their beauty. Instead, they should embrace it as a positive and powerful asset. Williams describes how her own career has been positively influenced by making strategic and intentional decisions about her appearance, what works best and when, all while staying true to her own personal style and values. Regardless of the decade, whether they were entering the workforce, seeking a leadership role, or looking to ascend to the C-suite, women (and even men) have always felt the professional need to embody a certain aesthetic appeal and individual personal power. Women, especially, have been sold the lie that being "pretty" comes at the expense of being taken seriously and that being "pretty" and being capable are mutually exclusive. In PRETTY POWERFUL, Eboni K. Williams encourages readers to reject the knee-jerk reaction to be shamed

by this potential advantage and to stop leaving this incredibly powerful asset unused. In each chapter, Williams is joined by other powerful women like Meghan McCain, Marcia Clark, and Desiree Rogers and explores how many others have learned to balance their “prettiness” with substance—to both look the part and express their intelligence in a way that is authentic and respected. While opinions may have differed through time, one fact remains: a personal “pretty” brand is perhaps the most immediate and obvious tool in a woman’s professional arsenal.

A threat looms at the edge of the galaxy... Years have passed since the battle of Kublar, and Wraith is in deep cover for Legion Dark Ops, living a second life on the edge as an irreverent smuggler and bounty hunter under the alias of Captain Keel. As he fights off pirates and double-crossing rebels, Keel comes to realize that the old lines between right and wrong have blurred as the Legion sinks further under the corrupting influence of the House of Reason and its points. When a lucrative night market contract is offered directly to Wraith to hunt down an enigmatic warlord, the former legionnaire winds up on a galactic-wide search that brings him face to face with the galaxy's most notorious bounty hunter, a living legend known as Tyrus Rechs. The pair soon discover that the man they both hunt is more powerful than either imagined... and is poised to overthrow the Republic. With a cloud of darkness growing and a planet pitched in war, Wraith must choose whether his true allegiances lie with himself... or with his brothers still in the Legion. Military sci-fi meets space opera in this world-spanning adventure. Start reading now to see how expansive Galaxy's Edge is with this brief interlude in the ongoing story of the legionnaires of Victory Company!

FOREWORD BY GREGORY MAGUIRE, NEW YORK TIMES BESTSELLING AUTHOR OF WICKED  
When L. Frank Baum introduced Dorothy and friends to the American public in 1900, "The Wonderful Wizard of Oz" became an instant, bestselling hit. Today the whimsical tale remains a cultural phenomenon that continues to spawn wildly popular books, movies, and musicals. Now, editors John Joseph Adams and Douglas Cohen have brought together leading fantasy writers such as Orson Scott Card and Seanan McGuire to create the ultimate anthology for Oz fans – and, really, any reader with an appetite for richly imagined worlds. Stories include: Frank Baum's son has the real experiences that his father later fictionalized in Orson Scott Card's "Off to See the Emperor." Seanan McGuire's "Emeralds to Emeralds, Dust to Dust" finds Dorothy grown up, bitter, and still living in Oz. And she has a murder to solve – assuming Ozma will stop interfering with her life long enough to let her do her job. In "Blown Away," Jane Yolen asks: What if Toto was dead and stuffed, Ozma was a circus freak, and everything you thought you knew as Oz was really right here in Kansas? "The Cobbler of Oz" by Jonathan Maberry explores a Winged Monkey with wings too small to let her fly. Her only chance to change that rests with the Silver Slippers. In Tad Williams's futuristic "The Boy Detective of Oz," Orlando investigates the corrupt Oz simulation of the Otherland network. And more... Some stories are dystopian... Some are dreamlike... All are undeniably Oz. Includes stories by these authors: Dale Bailey, Orson Scott Card, Rae Carson, David Farland, C.C. Finlay, Jeffrey Ford, Theodora Goss, Simon R. Green, Kat Howard, Ken Liu, Seanan McGuire, Jonathan Maberry, Rachel Swirsky, Robin Wasserman, Tad Williams, Jane Yolen  
A Note On Suggested Reading Age: L. Frank Baum's original Oz books were works of children's fiction--albeit ones that have been known and loved by "children of all ages" throughout their existence. Though many of the stories contained in this anthology are also suitable for the aforementioned children of all ages, Oz Reimagined is intended for ages 13 and up, and as such, some of the stories deal with mature themes, so parental guidance is suggested.

Fated to destroy the world. Determined to save it. My name is Xal and I live in the dims, a walled prison where my people are kept by our cruel masters until we are needed to fight once more. One member of every family must answer the Call, for our blood bears the magic of a demonic god and all the terrible power that brings. We march to war against the Fomori, an unstoppable army of giants, and their behemoths. If we do not, then our families are put to death. The Hasrans use us as cannon fodder and worse. They used up my father, and he never came home. Die resisting. Die fighting. My choice isn't if it happens, but rather how I sell my life. If by some miracle I survive, I will be granted entrance to the Imperial Academy where every noble house will vie to architect my end. They cannot allow the void-blooded to live. They cannot allow us to thrive or to gain more magic from the bodies of other dead gods. They cannot allow us to win. They fear the rise of another dreadlord. And they are right to fear. I will pull down an empire, and that is just the beginning. Shattered Gods is based on the Magitech Chronicles pen & paper RPG, and takes place in the same universe. If you're a gamer, litRPG fan, or just want to see the stats for the characters in the book, come join us! Link is in the book or check us out at [magitechchronicles.com](http://magitechchronicles.com).

Tyler and Lucinda have returned to a far-from-ordinary place for the summer. Instead of pigs and sheep, this farm is home to dragons, unicorns, flying monkeys... This summer, everything has changed - security fences are everywhere and Ordinary Farm is in no small danger. Shortly after Uncle Gideon declares he wants to leave the farm to Tyler and Lucinda, he goes missing, and the children suspect the evil hand of the witch-housekeeper, Mrs. Needle. But then Gideon just as mysteriously returns, weak and unwell. Mrs. Needle persuades him that the children are conspiring against him and, suddenly, horribly, the tables are turned... So begins an adventure to save the farm, involving a magnificent dragon, magic mirrors and a haunted mine.

Choose your legacy. Captain Chhun's Dark Ops squad is reunited with Wraith, and they are entrusted with the task of denying Goth Sullus the shipyards he so eagerly desires. But when the mission doesn't go as planned, Chhun and Wraith must find a way to stop the Black Fleet's advance--even if it costs them their lives. Meanwhile, an old friend from Nether Ops executes a covert operation that will turn the focus of the Last War of the Republic in a terrible new direction. Daring heroics, sacrifice, and courage come together as the Legion attempts to contain the fire sparked at the Battle of Tarrago.

Nefarius comes and gods tremble Nefarius has risen. She is implacable. Unstoppable. God after god is fallen and consumed, and each time the terrible dragon-goddess grows stronger. Nebiat has stolen the Spellship, depriving Voria of its strength when she needs it most. But Nebiat's schemes have never been tested by someone like Talifax, and she will finally discover she's not as clever as she believes. One possibility of victory remains. Aran, Nara, and Kazon discover their true purpose, left by the elder god Xal when he planned for his own demise. With this contingency they have one chance to oppose Nefarius. One chance to stop the

goddess that will devour everything. If they fail darkness wins, and our universe will be extinguished. Succeeding carries its own price, one Aran must choose for others to live.

Mankind's outer colonies are disappearing. Without warning. Without a trace. Fleet command chalks the attacks up to pirates, but Captain Dryker of the UFC Johnston isn't buying it. Defying command, he leads his misfit crew into hostile territory in search of answers. They encounter the mythical Void Wraith, an unstoppable legend whispered by the first race. After 26,000 years the Void Wraith have returned to begin the next Eradication. Their technology is superior, their motives unclear. Humanity cannot stop them. Not without help. Captain Dryker's only hope is to forge an alliance with mankind's greatest enemy, the savage Tigris. One maverick captain, an unlikely crew, and an aging vessel are all that stand between humanity and the Eradication. "It's like Battlestar Galactica and Mass Effect had a baby, and that baby was raised by Starcraft. I read this book in one sitting, and immediately looked for the next." - The author's totally biased friend.

The Eradication Has Begun The Eradication has finally begun, and there is little hope of victory. Mankind's fleets are devastated. Their Tigris allies have lost their homeworld, and only a few Primo survive. They need allies, but few are left to be had. Fizgig sets out to persuade the notoriously hostile Jaguara Pride to join the war. Dryker fights a running retreat, losing on every front while the Eye pushes slowly toward Earth. Their only hope is Captain Nolan, leading his squad in a quest to find the legendary Birthplace. There, if ancient Primo myths are right, they will find the vessel known as the Forge. But they are not the only ones seeking it, and if the Void Wraith get there first then all hope is gone.

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