

Tech Mage The Magitech Chronicles Book 1

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 or by googling Magitech Chronicles World Anvil

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 . . .

Q: How does a shanghaied computer geek conquer all the forces of Darkness and win the love of the most beautiful witch in the world? A: By transforming himself from a demon programmer into a programmer of demons! It all began when the wizards of the White League were under attack by their opponents of the Black League and one of their most powerful members cast a spell to bring forth a mighty wizard to aid their cause. What the spell delivered was master hacker Walter "Wiz" Zumwalt. The wizard who cast the spell was dead and nobody¾ not the elves, not the dwarves, not even the dragons¾could figure out what the shanghaied computer nerd was good for. But spells are a lot like computer programs, and, in spite of the Wiz's unprepossessing appearance, he was going to defeat the all-powerful Black League, win the love of a beautiful red-haired witch, and prove that when it comes to spells and sorcery, nobody but nobody can beat a Silicon Valley computer geek! At the publisher's request, this title is sold without DRM (Digital Rights Management).

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.

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.

Infinite Worlds . . . Infinite Adventure! The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us. The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and it wants to rule them all. The Infinity Patrol must deal with their ruthless rivals, as well as with world-jumping criminals, and with the possibility that the secret of dimension travel might escape to some of the really nasty alternate worlds like Reich-5. Welcome to the core setting of GURPS Fourth Edition! Every other GURPS setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it. Compiled by Kenneth Hite, the master of alternate histories, GURPS Infinite Worlds combines and updates material from GURPS Time Travel, GURPS Alternate Earths, and GURPS Alternate Earths 2 into one volume, and gives dozens of new worlds to explore as well! This is the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this type of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide variety of suitable threats and hazards - from evil cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules. Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. Infinite adventure.

Starships. Dragons. Magic. Heroes. Tales from the Void includes ten stories from the furthest reaches of space, each combining fantasy and science fiction to create something entirely new. Heroes Pillaging magic from dead gods, dragons battling starships, and much, much more! The Heart of Nefarius by Chris Fox Eradicated by Izzy Shows Streamers by Alec Hutson Magic in the Stars by Justin Sloan Freedom by Sam Witt Mystically Engineered by Craig Martelle The Navigator by Trevor Gregg Void Defenders by Saul Roberts Tech, Lies, and Wizardry by J.S. Morin Star Mage Exile by J.J. Green

Owen Deathstalker, last of the infamous warrior Clan, always considered himself more of a writer than a fighter, preferring his history books to making any actual history with a sword. But books won't protect him from Her Imperial Majesty Lionstone XIV, who just Outlawed and condemned Owen to death, without any explanation, reason, or warning. No wonder she's called the Iron Bitch. Now, on the run from Imperial starcruisers, shady mercenaries, and just about everyone else in the Empire, Owen's options are limited. Though the name Deathstalker still commands respect in certain quarters, out on the Rim, Owen is lucky he can

cobble together a makeshift team of castoffs, including an ex-pirate, a cyborg, and a bounty hunter. But allies won't be enough to save him. If he's to live, Owen can either run forever...or take down the corrupt Empire. To do that, he'll need the fabled Darkvoid Device—an artifact dating back to the first Deathstalker and perhaps the only weapon powerful enough to help this ragtag rebellion win. The time has come for Owen to finally embrace his Deathstalker heritage...and all the blood and death that go along with it. Deathstalker is the first book in New York Times bestselling author Simon R. Green's beloved space opera 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 world is not what you think. Beneath skyscrapers' leering gargoyles, factories belching smoke and streets packed with the human throng lurk things we are not meant to see. Creatures dwell in the shadows and hidden places. They watch you, stalk you and prey upon your body and soul. The life you lead is a lie. Your darkest fears aren't make-believe. They're real. And now that you have glimpsed this world of darkness, there's no place to hide. The Storytelling System Rulebook is a stand-alone game for the World of Darkness, and is meant for use with Vampire: The Requiem, Werewolf: The Forsaken and Mage: The Awakening.

Owen Deathstalker has a prophecy to fulfill. Just as the espers foretold, Owen tumbled an empire and witnessed the end of everything he believed in...all that's left to do is die. But Owen has a few more scores he'd like to settle before his borrowed time is up. The Empire is besieged by nanotechnology plagues and AI invasions, while mysterious and horrific beings, known as "the Recreated," descend from the Darkvoid. But right now, Owen's only concern is rescuing Hazel d'Ark from the vicious Blood Runners who abducted her. He's already lost so much to become the leader and warrior he never wanted to be; he'll be damned if he loses Hazel too. So one more time, Owen Deathstalker will step up and be the hero--for Hazel, and then for Humanity. One more time, he'll call upon the gifts of the Deathstalker Clan to fulfill his destiny and face death. All while knowing that every "one more time" could be his last. Deathstalker: Destiny is the fifth book in New York Times bestselling author Simon R. Green's beloved space opera series. Don't miss the next chapter of the Deathstalker universe in Deathstalker: Legacy.

Wizard scouts are the elite, deep-recon forces of the Intergalactic Empire. They are a mix of technology and magic like abilities. Richard has been given a once-in-a-lifetime opportunity to become one of these legendary soldiers. All he has to do is make it through the Wizard Scout Academy. But with a TAC officer who hates his guts, will he even be allowed to graduate. To make matters worse, the Empire has been attacked and soon finds itself in a major war. With heavy losses in the wizard scout corps, even the Academy cadets are starting to look good to the Empire's High Command. Just when Richard thinks things can't get any worse, he is suddenly sent by 'the One' to help a beautiful elf priestess fight a demon and its army of undead. Wizard scouts may be the best of the best, but Richard is still a cadet in training. Will his skills and technology be enough to overcome dragons, demons, trolls, ghouls, and various undead from his worst nightmare? With only the aid of his battle computer, Nickelo, and the magic of an elf priestess, will his wizard scout abilities be enough to turn the tide? With the fate of two galaxies riding in the balance, Richard is honor bound to do his best in spite of the odds. The question is, will his best be good enough? 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 or by googling Magitech Chronicles World Anvil

One Magi Family has allied itself with the demons in a bid for world domination. It was ugly before, but now it's getting worse. My name is Danica James. I'm a cop with the Arcane Division. My job is to protect humanity from monsters - whether they be human or creatures from the Rift. It beats sitting in a factory cubical all day, which is where magitek usually work. Most of humanity hates the magic users who rule the world, but the Magi stand between humans and the creatures who came across the Rift. For a hundred years, the Magi have kept the demons, vampires, and other monsters in check.

Battle Mage or Magical Engineer? Easy choice, right? Engineer. Obviously. I'm Charisma Carter, tech genius and nerd extraordinaire. I actually used to be Charisma Silverstorm, member of one of the six elite Arcane Families, until my family shunned me when I turned 18 because my magic wasn't strong enough. However, where I lack in magic I more than make up for with the tech I develop, if I do say so myself. Apparently, I'm not the only one. From the minute I received my diploma as a magical engineer, it seems like my world has turned upside down. Now members of all six families are competing to get me to work for them. They're willing to use anything, from bribes to charm. It's not enough that the heirs to Arcane are walking sex gods, they also have a lot of money and exceptional magical skills. As our paths intertwine, I have to try to stay true to who I am, who I've always been, and not succumb to their charms. But how can a girl resist when the future she always dreamed of is right at her fingertips?

My name is Danica James. I'm a cop with the Arcane Division. I'm also a magitek. For most humans, demons, and Fae, magik and technology are totally incompatible. But some mages are able to manipulate mechanical and electrical devices. Hunter James was my grandfather, and a magitek. He wanted to end humanity's cycle of war, but instead he broke the world.

The Pact Worlds are the beating heart of the Starfinder campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station to the carnivorous jungles of Castrovel or the floating cloud-cities of the gas giant Bretheda, this hardcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure. Inside, you'll find: * In-depth gazetteers of the system's 14 major worlds, from high-tech Verces and the draconic empires of Triaxus to the necromantic wastelands of Eox or magical bubble cities floating on the surface of the sun. Each gazetteer features a detailed world map, residents and cultures, settlements and adventure locations, a unique theme to customize characters from that world, and more. * New playable alien races, from undead Eoxians to Castrovellian plant-people. * New starships, from the living vessels of the Xenowardens to sinister Hellknight dreadnoughts. * A codex of themed NPC stat blocks to help Game Masters create vivid encounters. * New archetypes for every class, including the Star Knight, Skyfire Centurion, and Divine Champion. * Tons of new weapons, armors, spells, feats, magic items, technological gadgets, and more to help outfit your adventurers.

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.

Dying WorldMagitech Legacy Book 1

From the Far Reaches of Space to the Unknown Depths of Past Time ¾Rapid-fire Science Fiction Adventure from "One of the most popular authors of our time." (Publishers Weekly) Was Andas an android¾or the rightful Emperor, held prisoner on a distant planet while an android impersonated him on the Empire's throne world Was Tallhassee Mitford a modern archaeologist suffering from strange delusions, or has an ancient Egyptian ankh somehow hurled her personality far back in the mists of time to a Nubian kingdom where she is now a warrior princess named Ashake, caught up in a struggle between the gods of Egypt Two very different heroes in the grip of forces beyond control, beyond comprehension, both destined to be the only hope of doomed civilizations. . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). "Engrossing . . . Norton in top form!" ¾Booklist "Norton . . . at her best!" ¾Publishers Weekly "Excellent . . . science fiction at its best." ¾Oregonian "A superb storyteller!" ¾Chicago Tribune

Offers comprehensive information on the world of Darksword, revealing the never-before-told history of Thimhallan, the secret texts of its priestly caste, and expanded character backgrounds

Part of the Rats trilogy, the restless rats return in James Herbert's Lair. The mutant white rat had grown and mated, creating offspring in its own image. They dominated the others, the dark-furred ones, who foraged for food and brought it back to the lair. Now the dark rats were restless, tormented by a craving they could not satisfy. But the white slug-like thing that ruled them knew. Its two heads weaved to and fro and a stickiness drooled from its mouth as it remembered the taste of human flesh . . .

WOULD THEY DESTROY EARTH IN ORDER TO SAVE IT Conquered by the Jao twenty years ago, the Earth is shackled under alien tyranny¾and threatened by the even more dangerous Ekhat, who are sending a genocidal extermination fleet to the solar system.

Humanity's only chance rests with an unusual pair of allies: a young Jao prince, newly arrived to Terra to assume his duties, and a young human woman brought up amongst the Jao occupiers. But both are under pressure from the opposing forces¾a cruel Jao viceroy on one side, determined to drown all opposition in blood; a reckless human resistance on the other, perfectly prepared to shed it. Added to the mix is the fact that only by adopting some portions of human technology and using human sepoy troops can the haughty Jao hope to defeat the oncoming Ekhat attack¾and then only by fighting the battle within the Sun itself. At the publisher's request, this title is sold without DRM (Digital Rights Management).

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 . . .

"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.

The Eastern regions of Africa are largely unexplored by Westerners. Beneath the desert sands, and lurking within the highlands lie mysteries far older than Western civilization, and indeed mankind. Long before the arrival of Arab traders or European explorers some of the native peoples learned to fear and worship great and terrible beings. Here within the heart of Africa, adventure and horror await those brave or foolhardy enough to seek them out. Secrets of Kenya details the cultures, geography, and history of Kenya through the 1930's; provides an African bestiary; details several secret societies; and includes four adventures to jump start your own explorations of Kenya and the surrounding African wild 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. Enslaved and Forced to Fight Dragons Aran awakens in chains with no memory. He's conscripted into the Confederate Marines as a Tech Mage, given a spellrifle, then hurled into the war with the draconic Krox and their Void Wyrms masters. Desperate to escape, Aran struggles to master his abilities, while surviving the Krox onslaught. Fighting alongside him are a Major who will do anything to win, a Captain who will stop at nothing to see him dead, and a woman whose past is as blank as his own. Caught between survival and loyalty Aran must choose. If he flees he will live, but the Krox will burn the galaxy. Stopping them requires a price Aran may be unable to pay: Learning to trust the very people who enslaved him.

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?

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.

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.

Interview by Shamim Momin.

Fantasirollespil.

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. The Russian Mercenary known as Boris has always been a conundrum for governments the world over. His visage never changes, his capabilities never understood. The Russian government gets word he has been killed on a mercenary mission in America, allowing agents to come in and attack the villages Boris has been protecting. Using a fanatical military sub-group in the Russian military, the atrocities start. The only problem? Boris isn't dead, and now he has help. Boris won't allow his people to go unprotected, and now the Queen Bitch herself has accepted his oath of fealty. Russia doesn't have a clue what they have started when this Bear comes back from the Dead.*****Please note, as mentioned in a review on a book in the main series, there is flagrantly foul language in these novels. The main character does not have a problem with cussing, just uninspired cussing. THE BORIS CHRONICLES Evacuation - The Boris Chronicles 01 Coming Soon: Revolution - The Boris Chronicles 02 Revelation - The Boris Chronicles 03 Restitution - The Boris Chronicles 04 The Kurtherian Gambit Main Series includes: Death Becomes Her - The Kurtherian Gambit 01 Queen Bitch - The Kurtherian Gambit 02 Love Lost - The Kurtherian Gambit 03 Bite This - The Kurtherian Gambit 04 Never Forsaken - The Kurtherian Gambit 05 Under My Heel - The Kurtherian Gambit 06 Kneel or Die - The Kurtherian Gambit 07 We Will Build - The Kurtherian Gambit 08 It's Hell To Choose - The Kurtherian Gambit 09 Release The Dogs of War - The Kurtherian Gambit 10 Sued For Peace - The Kurtherian Gambit 11 Coming Soon Short Stories Tied in to the Main Series include: You Don't Mess with John's Cousin - Frank Kurns Stories of the Unknown World 01 Bitch's Night Out - Frank Kurns Stories of the Unknown World 02

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.

In a universe where technology and magic co-exist, Nicholas Lyons desires one thing: to serve his queen as a Space Knight in the Royal Trident Forces. But when his final mission as an Academy cadet goes horribly wrong, Nicholas discovers he possesses illegal magical abilities that grant him power far beyond that of a normal man, knight, or mage. When a clandestine assignment lands Nicholas on the worst starship in the kingdom's fleet, he finds a motley crew of warriors hiding their own terrible secret. Death and betrayal lurk around every corner, and Nicholas finds himself torn between his loyalties to his new crew, or the oath he swore to his queen. And death no matter which choice he makes.

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