

Tech Mage The Magitech Chronicles Book 1

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.

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

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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.

"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)

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 nobody^{3/4} not the elves, not the dwarves, not even the dragons^{3/4} could 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).

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

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battling starships, and much, much more! The Heart of Nefarius by Chris Fox
Eradicated by Izzy Shows Streamsurfers 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

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

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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?

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. 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.

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

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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?

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 . . . Wulfrik the Wanderer brings destruction and death everywhere he treads. Cursed by the Ruinous Powers, the champion must travel across the Old World and seek prizes to appease the forces of Chaos. But now dark forces plot against Wulfrik, and he must discover the enemy within or else his soul will be lost to the Dark Gods.

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

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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.

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

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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.

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

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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.

The Galaxy's Doomed Without Him The Ixa smashed the galaxy to bits before they were defeated. Captain Husher has sounded the alarm in the decades since: the Ixa's creators will return to finish the job. But unlike Husher, the galactic government didn't battle the Ixa, and the politicians have convinced themselves that maintaining peace means limiting the ability to wage war. Now, the enemy has returned, with high-tech weapons that prove they haven't limited their own combat capabilities in the slightest. If Captain Husher and his beleaguered supercarrier crew can't manage to stop the invaders, they will happily devour the galaxy whole. Fans of Daniel Arenson and Jay Allan will love Capital Starship, a new military science fiction series set in the Ixan Prophecies universe.

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

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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.

An epic masterwork of science fiction, Neverness is a stand-alone novel from one of the most important talents in the genre.

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 . . .

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

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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. 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 Imperalis, 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.

Several generations after 'The Fall', the scattered clusters of civilisation that grew in its wake live in ignorance of the past. No-one wants to know what caused such devastation or why. No-one, except Ethan. Ethan used to believe in the guardians; mysterious lights in the sky that, according to folklore, protect the survivors, so long as you believe in them. But the death of his parents shattered his faith and forged within him a hunger to know more. One night a light grows brighter in the sky and crashes to the planet's surface, and Ethan embarks on a heartbreaking journey in which harrowing discoveries unveil the secrets of the past, and place

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him at the centre of a deadly conflict. Powerful, thought-provoking and emotionally absorbing, The Planetsider is a gripping, post-apocalyptic thriller that will keep the reader hooked until the very end.

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.

Fantasirollespil.

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

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Aran may be unable to pay: Learning to trust the very people who enslaved him. 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

The gods are back, and they are tearing this world apart Zeus, Dagon, Loki, Lugh and countless other deities have come back to this earth and rule over their individual districts with no goal other than satiating their own petty desires. The sole remaining functional province, Hellenica, decides to act. They build the Academy and are about to recruit 16 young gods with the hopes of training them to police this world. The Horsemen Of these 16 young gods, four have strange powers that the Academy might not be able to control. Kayana Marx, Gunnar Redstone, Tommy Alderon and Saoirse Frost aren't like normal gods, and their abilities stem from the Monotheistic times. But if Hellenica has any hope of holding this world together, they

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will have to teach these four to exercise their powers to their fullest extent, even if it might bring everything to an apocalyptic end.

“Part post-apocalypse, part road-trip, part sword-and-sorcery . . . One of my favorite adventure novels of all time.” —Cory Doctorow At four-thirty one Saturday afternoon the laws of physics as we know them underwent a change. Electronic devices, cars, industries stopped. The lights went out. Any technology more complicated than a lever or pulley simply wouldn't work. A new set of rules took its place—laws that could only be called magic. Ninety-nine percent of humanity has simply vanished. Cities lie abandoned. Supernatural creatures wander the silenced achievements of a halted civilization. Pete Garey has survived the Change and its ensuing chaos. He wanders the southeastern United States, scavenging, lying low. Learning. One day he makes an unexpected friend: a smartassed unicorn with serious attitude. Pete names her Ariel and teaches her how to talk, how to read, and how to survive in a world in which a unicorn horn has become a highly prized commodity. When they learn that there is a price quite literally on Ariel's head, the two unlikely companions set out from Atlanta to Manhattan to confront the sorcerer who wants her horn. And so begins a haunting, epic, and surprisingly funny journey through the remnants of a halted civilization in a desolated world. 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

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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.

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

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have your fans hounding you for the next one.

Dying WorldMagitech Legacy Book 1

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

Corruption runs deep in Hank's town. Every local bureaucrat is in someone's pocket. The obvious solution: Turn a bulldozer into an unstoppable killing machine. Little does Hank know he isn't alone in this universe. A police force that patrols... well everything, is looking for new recruits and Hank fits their bill. These space cops call themselves the Arbiters and every Arbiter gets to chose their service weapon. Hank chooses the Killdozer. Follow Hank on his journey of righteous revenge, bulging muscles, and bedding beautiful women. He will also smoke a lot of cigars, and blow a lot of stuff up.

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"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 Lyral 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.

Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. * Compatible with most retroclone RPGs * Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely * World building resources for creating system-neutral planets and star sectors * 100 adventure seeds and guidelines for integrating them with the worlds you've made * Old-school compatible rules for guns, cyberware, starships, and psionics * Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution

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

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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.

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.

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Shadow is a man with a past. But now he wants nothing more than to live a quiet life with his wife and stay out of trouble. Until he learns that she's been killed in a terrible accident. Flying home for the funeral, as a violent storm rocks the plane, a strange man in the seat next to him introduces himself. The man calls himself Mr. Wednesday, and he knows more about Shadow than is possible. He warns Shadow that a far bigger storm is coming. And from that moment on, nothing will ever be the same...

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