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Black Box Inc.
The Fifth Realm

BAUTISTA CARDENAS

Homebrew Sky Realms Online

In a world where mages and monster grow from cultivating mana. Isaac joins the class of humans known as mages who absorb mana to grow more powerful. To become a mage he must bind a mana beast to himself to access and control mana. But when his mana beast is far more human than he expected; Isaac struggles with the budding relationship between the two of them as he prepares to enter his first dungeon. Unfortunately for Isaac, he doesn't have time to ponder the questions of his relationship with Aurora. Because his sleepy town of Locksprings is in for a rude awakening, and he has to decide which side of the war he is going to stand on. Disclaimer: There are adult situations and harem relationships.

Valhalla Online Bell Bridge Books

The battle has only just begun... Brutally defeated by the blood shaman Gomrung, Paul and his party are taken captive and sent on a journey to Lutdor, the orc capital. To the orcs, they are nothing more than sacks of blood to be spilt on Vasla's altar during high festival. Accompanying them is an elf princess with an icy personality, aloof even in battle and reluctant to share any knowledge of the Wild. The march goes awry when they come across an enchanted willow tree feasting on decomposing corpses, and an elven outpost in flames. When news reaches Paul of another Aberrant in the elf confederacy, he must lead his party through a gauntlet of death and suffering to reach the city Inisfil. But with the orc kingdom rallying for war and C-rank bosses lurking the deep forest, new party members and old must do whatever it takes simply to stay alive. The epic Blood Crown LitRPG Series continues in this exciting sequel perfect for fans of Dean Henegar, Shemer Kuznits, and Dave Willmarth. Grab your copy today!

Genre Shotgun Severed Press

Epic fantasy in a post-apocalyptic world! All three First Civilization's Legacy novels in one collection! Flank Hawk What happens when fire-breathing dragons battle Stukas for aerial supremacy over a battlefield? Can an earth wizard's magic defeat

a panzer? Krish, a farmhand turned mercenary, witnesses this and much more as he confronts the Necromancer King. Blood Sword Scouting along the western frontier, Flank Hawk discovers an army massing, the army of Fendra Jolain, Goddess of Healing. Weakened and battle weary, Keese and her allies cannot withstand Fendra Jolain's powerful army of men and beasts arrayed against them. One hope of survival remains: Retrieve the Blood Sword from the immortal Colonel of the West and bring its sinister strength to the battlefield. Soul Forge Young Enchantress Thereese lays stricken and silent, her vital essence sapped by the Shard Staff, edging ever closer toward death. Supreme Enchantress Thulease refuses to allow her daughter to fade beyond recovery. Enchantress Thulease recruits Mercenary Flank Hawk to accompany her as she seeks the legendary Sleeping Sage. Praise for Terry W. Ervin II and First Civilization's Legacy "Blood Sword is a tremendous installment in one of the most inventive and compelling fantasy sagas I have read in years!" - Stephen Zimmer, author of the Fires in Eden Series and The Rising Dawn Saga. "Blood Sword continues the adventures started in Flank Hawk, in which Ervin created a unique and detailed post apocalyptic world where magic works but ancient technologies from the First Civilization--our world--still exist. You'll cheer as they face off against griffins, fallen angels, gargoyles, and worse, in a fun, engaging adventure filled with wall to wall action." -David Forbes, author of the Osserian Saga "A worthy successor to the original novel, packed with action and entertainment." -Jim Bernheimer, author of the Dead Eye series and Confessions of a D-List Supervillain "A classic epic fantasy with plenty of original twists. You won't want to put it down, even when you've reached the end." -David Debord, author of The Silver Serpent and Keeper of the Mists "Grab hold! Ervin's got the magic!" -C. Dean Andersson, author of the Bloodsong Trilogy "A curious blend of epic fantasy, modern techno-thriller and non-stop action-adventure." Erica Hayes, author of the Shadowfae Chronicles "Buy it or chalk it up on that long list of things you regret not doing!" Stephen Hines, author of Hocus Focus Blood Sword Games Workshop Limited
A background book on the skaven telling their secret history as

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

First Civilization's Legacy Gryphonwood Press

For fans of Blade Runner, Altered Carbon, and the Matrix-a mind-bending sci-fi action blockbuster that'll keep you guessing all the way to the end. They say you never forget the first time you die. Toronto Police Service Detective Finsbury Gage knows this better than anyone. Now that he's gone digital, he sees his death every time he closes his eyes-he and his wife, smeared across the highway after a malfunctioning bit-head ran them down in a stolen urban assault vehicle. Fin hung together long enough for the Second Skyn recovery team to rescue his fading thoughts from his ruined body and implant them in a custom-grown bioSkyn. His wife wasn't so lucky. Finsbury's been gifted a second chance, but the only thing keeping him from blowing his plastic brains out is that 2.57 seconds of vivid memory running on repeat through his head, the one that contains a instant's glimpse of his killer's face. The police couldn't find the man responsible, and now the only evidence is locked up in Finsbury's brand new mind. Driven to find his killer, Finsbury falls into a dangerous underworld of hackable minds and enhanced bodies, where death is cheap, and memory all that matters. But once he's tasted the power of living at the speed of light, able to predict seconds into the future, how will he ever go back? And once he's relaxed his grip on humanity, how far will he let it slip in the name of finding justice for the woman he loves? Finsbury's going to find the man who stole his future, no matter what he has to do. Or what he must become. *** Second Skyn is the first book in the Lost Time series, a hard-edged cyberpunk noir in the spirit of Phillip K. Dick, Neal Stephenson, and William Gibson. If you love your sci-fi relentless and armed with twists, this is what you've been looking for. *Aberrant Quest* Independently Published
David knows all about working in a dead-end job. At least he thinks he does. After a freak accident in the barren wilderness of the Australian outback, he finds himself confronted with the true meaning of the term. David is now a dungeon core, charged with

producing armies of minions and ensuring his domain is a place where the unworthy go to die. But the accident not only transformed David, it fractured him. Part of his psyche still remains with his broken body. When an interloper wrestles control of the dungeon away from him, David must brave real-world perils to ensure that both he and the dungeon he has become will survive. Can David withstand the breaking of his body and ravaging of his soul? Will he reunite with his dungeon self in time to destroy the menace trying to take over his dungeon? There's only one way to find out—read *Dungeon Configure* today.

Sunreach (Skyward Flight: Novella 1) Independently Published
Joe Laribeau was now *Salvage Merc One*. It was a position way above his days of being a Galactic Fleet Marine. Endless resources, powers and abilities that rivaled the Eight Million Gods, and the full resources of the *Salvage Merc Corps* behind him. It was the life. A lonely life. But, the artifact that had chosen him to be *Salvage Merc One* was about to change all that and put him to a true test of his abilities. A quest was set before him. Impossible monsters, nightmares turned reality, his own greatest fears come to life, Joe was about to face the greatest mission of his life. And the cost of failure could be his very soul! The second novel in the hit *Salvage Merc One* series, *The Daedalus System* is non-stop action, adventure, intrigue, and inter-dimensional horror, all told by everyone's favorite snarky *Salvage Merc*, Joe Laribeau.

Relic Tech Severed Press

Who cut off Medusa's head? Who was raised by a she-bear? Who tamed Pegasus? It takes a demigod to know, and Percy Jackson can fill you in on the all the daring deeds of Perseus, Atalanta, Bellerophon, and the rest of the major Greek heroes. Told in the funny, irreverent style readers have come to expect from Percy, (I've had some bad experiences in my time, but the heroes I'm going to tell you about were the original old school hard luck cases. They boldly screwed up where no one had screwed up before. . .) and enhanced with vibrant artwork by Caldecott Honoree John Rocco, this story collection will become the new must-have classic for Rick Riordan's legions of devoted fans—and for anyone who needs a hero. So get your flaming spear. Put on your lion skin cape. Polish your shield and make sure you've got arrows in your quiver. We're going back about four thousand years to decapitate monsters, save some kingdoms, shoot a few gods in the butt, raid the Underworld, and steal loot from evil

people. Then, for dessert, we'll die painful tragic deaths. Ready? Sweet. Let's do this.

Salvage Merc One: The Daedalus System GENERAL PRESS

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Mahan's ready for new adventures - just as the gaming world of Barliona thought it was about to re-enter its old comfortable rut. The winds of the Dark Forest have finally died down; Altameda has recognized its new owner while Geranika is nursing new schemes of global destruction. Would Mahan be happy with this predictable old life? We think not! New storylines, new monsters, new dungeons and a new status: our High Shaman hates the daily grind! He wants a new apprentice? - then he'd better find someone who has no right to summon Spirits. A new ship? - it's going to be one of a kind! A new love? Well, we'll have to see, won't we?

Valhalla Online: A Ragnarok Saga LitRPG Story Gryphonwood Press
Centuries ago, the land of Gameryah was saved from the forces of the Ice King by the Silver Serpent. Now the frost marches again and three young villagers set off on a perilous quest to recover the legendary weapon. Join Shanis Malan, a rebellious young woman, Oskar Klehn a bookish misfit, and Hierm Van Derin, an outcast second son, in a classic fantasy in the tradition of David Eddings and Robert Jordan, filled with magic, intrigue, and adventure! This boxed set includes the complete *Absent Gods* trilogy plus a bonus short story, *The Glyphs of Riza*. The Silver Serpent The frost creeps again... Taught the sword from childhood, Shanis Malan's only dream is to be a soldier, but a woman cannot join the Galdoran army. She thinks her dream has come true when Prince Lerryn hosts a tournament in her town, but tragedy drives her and her friends from their home and sends them on a quest for a legendary artifact that can save the world from the minions of the Ice King. Join Shanis and her friends on a perilous search for the Silver Serpent. Keeper of the Mists Evil rises. Destiny, or perhaps mere chance, has chosen Shanis Malan to be the bearer of the Silver Serpent, the one prophesied to bring and end to years of clan war. But as Shanis seeks to fulfill her destiny, a pretender rises in the east and enemies invade her homeland. Will she choose the path that leads her back to the place she loves, or will she accept her fate and face the Keeper of

the Mists? David Debord's memorable series continues in book two of *The Absent Gods!* *The Gates of Iron* *The Frostmarch* has come! Shanis Malan must unite her broken nation and unlock the secret of the Silver Serpent. With Galdora at war, Larris must unravel a conspiracy that threatens his nation from the inside. Oskar enters the order of saikurs, but does the secret to victory over the Ice King lie hidden behind the Gates of Iron? Powerful forces collide and secrets are revealed in the thrilling conclusion to *The Absent Gods!* "An enjoyable blend of adventure, intrigue, and humor. Fans of Terry Brooks and David Eddings could easily enjoy *The Silver Serpent*." Fantasy Book Critic "A superb story told believably and unpretentiously by a superb new author." Hugo Award Winner Ron Miller

The Karmadont Chess Set (The Way of the Shaman: Book #5)

LitRPG series Gryphonwood Press

From #1 bestselling author Brandon Sanderson and Janci Patterson comes the first of three *Skyward* series novellas, each told from the perspective of a different member of the team back on Detritus. Read FM's story between *Starsight* and *Cytonic*. When a planet-destroying Delver suddenly appears in the sky of Detritus and vanishes just as suddenly, FM knows that the last free human society got lucky. Her *Skyward Flight* companion, Spensa, figured out how to draw this Delver away, but it won't be so easy next time. The forces of the Galactic Superiority will be back—and if the Defiant Defense Force can't figure out a way to escape the planet, humanity's destruction is only a matter of time. Spensa's mission to infiltrate the Superiority unveiled the secret to their hyperdrives—a cytonic slug species called the Taynix. Now FM's flightleader, Jorgen, has found a large group of Taynix hiding in the caverns far below Detritus's surface. FM and Jorgen must work together with the engineer Rig to awaken the mysterious alien Alanik and unlock the powers of the Taynix, or humanity will be trapped. With Spensa's friend Minister Cuna of the Superiority stranded at the outpost of *Sunreach*, they need to figure out how to rescue them—or the Superiority government will be in the sole clutches of those who want to wipe out Detritus once and for all. Praise for *Skyward* An Instant New York Times Bestseller A Kirkus Reviews Best Book of the Year • "Startling revelations and stakes-raising implications . . . Sanderson plainly had a ball with this nonstop, highflying opener, and readers will too." —Kirkus Reviews, starred review • "With this action-packed

trilogy opener, Sanderson offers up a resourceful, fearless heroine and a memorable cast." —Publishers Weekly, starred review • "It is impossible to turn the pages fast enough." —Booklist
Guild Magic Dome Books

At the Mountains of Madness, Lovecraft's incontrovertible masterpiece, written in February-March 1931, is a story details the events of a disastrous expedition to the barren, windswept Antarctic continent, where the secret history of our planet is preserved, amidst the ruins of its first civilization, in September 1930, and what was found there by a group of explorers led by the narrator, Dr. William Dyer of Miskatonic University. Throughout the story, Dyer details a series of previously untold events in the hope of deterring another group of explorers who wish to return to the continent. It uncovers strange fossils and mind-blasting terror. Since it was originally serialized in the February, March, and April 1936 issues of *Astounding Stories* during the classic pulp era, 'At the Mountains of Madness' has influenced both horror and science fiction worldwide. Lovecraft scholar S.T. Joshi describes the novella as representing the decisive "demythology" of the Cthulhu Mythos by reinterpreting Lovecraft's earlier supernatural stories in a science fiction paradigm.

Grayhold: Sky Realms Online Book One Gryphonwood Press
Grum! Defiler of Corpses. Grum! The Butcher of Balor. Grum! The God Stomper. Grum! ...Minimum-wage Barista? The vortex. The feeling of being ripped apart. When he'd awoken after the fight with Albatross, he was in this realm. A realm filled with tall buildings and small people, with no way to get home--and nothing to kill to make himself feel better about it. What he needed... was a quest. Purpose. And then he saw it, taped to the window of Tarbean Café, home of the darkest, strongest, coffee on the planet: HELP WANTED. In his realm, he'd looted every dungeon, butchered every end-game boss, ravaged the entire map in a crashing wave of blood and glory. And he planned to do the same thing here. But Grum soon learns murder isn't part of a cold brew and he can't battle his way to a bigger tip. If he is to become The Legend of Latte, his new adventuring party, Gabe and Candice, must teach this old barbarian to embrace patience, finesse, and cooperation. And he must accept that some quests cannot be won through the sheer enjoyment of face-smashing and intimidation....Or can they?

Thunder Wells DDCO Publishing, LLC.

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

Four Weeks To Finished Delacorte Press

Bram Stoker Award ® Nominated Author Need to hide something from the fae? Got a tricky trans-dimensional delivery to make? Need a big ball of magic that can destroy the world? Call Black Box Inc. The world as we know it is gone. Since the "extradimensional happening," every creature, monster, and fairy tale goblin has turned Asheville, North Carolina, into their personal playground. An uneasy truce exists between the races, but Chase Lawter's unique ability puts him squarely in the crosshairs of treachery, feuds, and monsters looking to make a buck on black market goods. Chase is the only known being who can pull material from between dimensions and shape it into whatever he likes--like boxes. Like boxes in which folks hide smoking guns and severed heads. Only Chase can hide the boxes, and only Chase can recover them from the Dim. All for a tidy sum, of course. His crack team--a yeti, a zombie, and a fae-trained assassin--have his back. What could possibly go wrong? Jake Bible, Bram Stoker Award nominated-novelist and author of the bestselling Z-Burbia series, short story writer, independent screenwriter, podcaster, and inventor of the Drabble Novel, has entertained thousands with his horror and sci-fi tales. He reaches audiences of all ages with his uncanny ability to write a wide range of characters and genres. Other series by Jake Bible: the bestselling *Salvage Merc One*, the *Apex Trilogy*, the *Mega* series, and the *Reign of Four* series. Jake lives in the wonderfully weird Asheville, North Carolina. Connect with Jake on Facebook, Twitter, and his website: jakebible.com.

At the Mountains of Madness MC PUBLICATIONS INC.

You can't hide in an RPG forever. Eighteen years ago Tom, a barber college student, got trapped in the *Monsters, Maces and Magic* game world as Josiah the thief. The first two adventures saw all of Tom's party members, also trapped within the game world, perish within the fetid depths of the Dark Heart Swamp. His

subsequent stint adventuring with NPCs proved short lived. He preferred survival. Over time, Tom became Josiah, adopting a life blending in with the game world's NPCs. He gave up advancing as a thief, trained as a lay healer, and works as a barber, cutting hair, pulling teeth, lancing boils and functioning as a low-level operative within the local thieves' guild. But life, even one lived as a faux NPC, can get interesting. Such happens when a young half-goblin thief named Gurk shows up in Josiah's shop, looking for information. Little did the pair know that the unobtrusive barber shop would become a focal point in a brewing guild war. Praise for *Monsters, Maces, and Magic* "Exciting and hilarious! It feels like a true game with friends." *Dueling Ogres Podcast*

Relic Hunted 47North

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

Blood Cruise Gryphonwood Press

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

Dragonseed Jake Bible Fiction LLC

After taking and defending Vuzgal, Erik and Rugrat have a new task to complete: build a city. They have been racing through the

realms at this point, but Vuzgal is a prize that they can't simply give up on. Alva is mobilized, as are their allies, to build out the new city. It is time that they solidify their gains, working on their crafts, their fighting ability and cultivation. As they expand their personal power, their gaze turns toward Vermire, to the dungeon. It's time they started to exert the strength they've built up. Alva

moves in the shadows, but to what effect? The answer lies in the Fifth Realm.

Percy Jackson's Greek Heroes Gryphonwood Press

There is something in the deep. Something large. Something hungry. Something prehistoric. And Team Grendel must find it, fight it, and kill it. Kinsey Thorne, the first female US Navy SEAL candidate has hit rock bottom. Having washed out of the Navy,

she turned to every drink and drug she could get her hands on. Until her father and cousins, all ex-Navy SEALs themselves, offer her a way back into the life: as part of a private, elite combat Team being put together to find and hunt down an impossible monster in the Indian Ocean. Kinsey has a second chance, but can she live through it?