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Magitech Chronicles Book 1

Tech Mage: The Magitech Chronicles Book 1

Some disasters can only be avoided
if you know they're coming... On

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Karell, you are either blessed by the gods, granted a unique power and the ability to gain experience and levels, or you are forgotten. Micah Silver was a boy picked for greatness. Chosen by the gods to bear a mythic power, he longed to

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take his place amongst the heroes and legends he grew up reading about. Unfortunately, his primary blessing only allows him to travel into the past by sacrificing his class, wealth, and levels--a psychological burden that Micah is reluctant to

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shoulder. But, even if Micah is unwilling, fate has a way of forcing you to face your destiny... and running away can cost you everything. Over and over again... Experience the start of a time-loop LitRPG Series where a reluctant

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hero is forced to fight against an impossible catastrophe. Using his talents for enchanting items and summoning creatures, he must retrace his steps and grow stronger in a potentially futile effort to prevent tragedy and protect his

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family.

"Captain Nolan destroyed the Void Wraith factory and the fleet guarding it, but every victory comes with a price. The destruction of the Helios Gate in the Ghantan system stranded Nolan and his crew months

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from the closest Gate. Dryker and Khar have been imprisoned by the Primo, forced to remain idle."--Amazon.com.

Dragons with Assault Cannons?
How is that fair? I saved Highspire
and the academy from the

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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

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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

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knows what we'll find inside? I'm sure it will be fine. What could possibly go wrong?

Life in deep space could be a drag sometimes, but Daisy supposed things could have been worse. They were still alive, after all, which was

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always a plus in her book. Now if only she could figure out who, or what, was endangering her return home, things would be just peachy. It had been one hell of a way to start the day--being rudely snapped from a deep cryo-sleep, and in the middle

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of a ship-wide crisis to boot--but Daisy was pleased to note that the ship had not decompressed, the crew hadn't been blasted into space, and, most importantly, they hadn't simply blown up. At least not yet. So, they had that going for them, but being

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stuck on a damaged ship in the inky depths of space as it limped toward Earth was not exactly the relaxing trip home she'd imagined. With the powerful AI supercomputer guiding the craft beginning to show some disconcerting quirks of its own, and

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its unsettling cyborg assistant nosing into her affairs, Daisy's unease was rapidly growing. Add to the mix a crew of mechanically-enhanced humans, any one of whom she suspected might not be what they seemed, and Daisy found herself

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with a sense of pending dread tickling the periphery of her mind. Something was very much not right--she could feel it in her bones. The tricky part now was going to be figuring out what the threat was, before it could manifest from a mere

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sinking feeling in her gut into a
potentially deadly reality.

Easy Marketing for Authors

Webnovel

Cursed Stars

Gurps Infinite Worlds

Wulfrik

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Deliver a Book That Sells

"Compelling and enjoyable" the British Fantasy Society Dragons once soared in the skies, but that was before the Transformation, before they took human form. Now, demonic forces stand to obliterate

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them. When left mortally wounded, Darnuir, the Prince of Dragons, can only be saved through a dangerous rebirthing spell. He is left as a babe in human hands. Twenty years later, Darnuir is of age to wield the Dragon's Blade. As the last

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member of his bloodline, he is the only one who can. He is plunged into a role he is not prepared for, to lead a people he does not know. Shadowy demons ravage his new home and the alliance between humans, dragons and fairies has

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fractured. Time is short, for new threats and deadlier enemies are emerging...

In the Province of the Nine Skies, far above the heavens, there exists Nine Galaxies of Astral Rivers made up of countless constellations

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interwoven together. For Martial Cultivators, they could form an innate link with one of the constellations, awaken their Astral Soul, and transform into a Stellar Martial Cultivator. Legend has it that, the strongest cultivators in the

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Province of the Nine Skies, were beings that could open an astral gate every time they advanced into a new realm. Their talent in cultivation was such that they could even establish innate links with constellations that existed in a layer

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higher than the Nine Layers of Heavens, eventually transforming into the heaven-defying and earth-shattering power known as the War God of the Nine Heavens. Qin Wentian is the MC of this story. How could a guy, with a broken set

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of meridians, successfully cultivate?
There were countless Stellar Martial Cultivators, as there were countless constellations in the vast starry skies. What he wanted to be, was the brightest constellation of all, shining dazzlingly in the vast

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starry skies.

Five years ago, Corin Cadence's brother entered the Serpent Spire -- a colossal tower with ever-shifting rooms, traps, and monsters. Those who survive the spire's trials return home with an attunement: a mark

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granting the bearer magical powers. According to legend, those few who reach the top of the tower will be granted a boon by the spire's goddess. He never returned. Now, it's Corin's turn. He's headed to the top floor, on a

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mission to meet the goddess. If he can survive the trials, Corin will earn an attunement, but that won't be sufficient to survive the dangers on the upper levels. For that, he's going to need training, allies, and a lot of ingenuity. The journey won't

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be easy, but Corin won't stop until he gets his brother back.

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

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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

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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

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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

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world will be annihilated. If it holds, then Liz will provide Blair one chance to save everyone. One desperate gamble to rewrite history.

The Reborn King

Krox Rises: The Magitech
Chronicles

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Using Data to Sell Books

Wizard Defiant

Relaunch Your Novel

Voice of Mars

***A Suicidal Quest Into the Umbral
Depths Major Voria stands ready
to accept the cost for her actions***

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at Marid. Stripped of command and resources, Voria must find a ship and rally a crew.

Somewhere within the Umbral Depths lays a hidden world, a world that the dead god Marid intended her to find. Aran faces a

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choice. Halt his war mage training, and in the process give up clues to his past, or abandon Voria. Aran sacrifices everything to follow Voria on a suicidal quest into the one place where even gods fear to tread. On a

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bleak world in the deepest darkness lays an object of enormous power, one that could turn the tide of the war against Krox. But Voria isn't the only one seeking the weapon. The great Void Wyrm Khalahk has vowed

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to hunt Voria, and will see her dead even if it means following her into the Umbral Depths themselves. All while the dreadlord Nebiat makes herself at home on Shaya, binding the souls of its leaders.

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Commodore Straker's rebellion has grown in strength-but his enemies are growing even faster. Faced with a dozen rebel planets in their territory, the Mutuality has finally taken notice of the upstart known as the Liberator

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***and gathered a vast fleet to
crush him. BATTLESHIP
INDOMITABLE is the second
book in the Galactic Liberation
series.***

***Before he was a god ...Odin was
a man. Only a fool would venture***

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into the soul-stealing mists. That's exactly where Odin is going. Along with blood-brother Loki, he hunts the frost giant who murdered his father. Caught between the machinations of Loki and a goddess, Odin is

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***drawn into a world of sorcerers,
trolls, and terrible secrets.
Before he's done, Midgard will
drown in blood. But what if
revenge was only the beginning?
A chance at immortality looms. If
only he can bear the price.... A***

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***complete nine book series of
Norse mythology retold as gritty,
dark fantasy.***

***The world is not what you think.
Beneath skyscrapers' leering
gargoyles, factories belching
smoke and streets packed with***

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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

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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

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*with Vampire: The Requiem,
Werewolf: The Forsaken and
Mage: The Awakening.
A Space Fantasy Anthology
Daisy's Run
Hatchling
Sufficiently Advanced Magic*

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Tech Mage

Vampires Don't Sparkle

**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**

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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

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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

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**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**

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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

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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

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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

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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.

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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

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Wulfrik, and he must discover the enemy within or else his soul will be lost to the Dark Gods.

If he finds the right world, Jamie can get Home again. When Jamie stumbled upon the powerful Them playing Their mysterious games, They threw him out to

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the Boundaries of the worlds. Since then, he's been yanked from world to world, doomed to wonder in hope of one day finding his way back to his own city. Bit by bit, though, Jamie realizes there are rules They have to play by. He forms an

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alliance with two other lost Homeward Bounders—bitter, powerful Helen and demon-hunter Joris—and takes a desperate chance, hoping that the three wanders can find a way back to their home worlds at last. Once he becomes a pawn in a

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game played by a powerful group he calls Them, 12-year-old Jamie is repeatedly catapulted through space and time.

Join Us, or Die and Join Anyway I hate necromancers. They're sneaky, and underhanded, and...damned effective. My

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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

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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,

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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

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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

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**then turn it on the people trying
to use me. I'll get answers all
right, but not the ones they
want.**

Alien Arcana

Magitech Legacy Book 4

A Space Opera Adventure

A LitRPG Apocalypse Series

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Six Figure Author The Night the Moon Ate My Room!

The Godswar Has Come Again Nebiat has seized godhood, and now controls Krox, the most powerful elder god in the sector. Both Ternus and Shaya know she is coming, but their preparations cannot

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save them. She launches a strike at Ternus that cripples their home world, and shatters their fleets. Voria desperately struggles to find a way to raise Shaya, or to rise as a goddess herself. She will do anything to oppose Nebiat, but fears it will not be enough. Aran must confront the awful truth about the Skull of Xal, and

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make a deal with demons in order to gain the strength they so desperately need to overcome Krox. And Nara must face the most awful choice of all. Will she murder the woman she most respects, or let the sector burn? Possibilities narrow. Krox Rises. Shaya will fall.

The moon was bright and full that night,

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bigger than I could ever even remember it. Maybe because it was moving towards me... After giving the worst violin recital of his life, and being laughed at by the entire school, the boy vows to never play music again. Later that night, when the moon swallows up his bedroom, it shares the secrets of being a true artist, helping

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the boy re-claim his self-confidence, overcome the pitfalls of perfectionism, and believe in his own dream. Each of the five stories in *The Night the Moon Ate My Room!* is designed for young readers to experience the joy of self-discovery, valuable life lessons, and the adventure of turning their greatest dreams into reality.

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'In lyrical prose Jesse Wilson explores fundamental childhood issues: overcoming adversity, discovering your courage, and the power of dreams.' Laurel Schmidt, author of *Seven Times Smarter: 50 Activities, Games, and Projects to Develop the Seven Intelligences of Your Child*.
Long ago the world fell into twilight, when

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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

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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

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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

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changing . . .

Negation Force. A planet without power, locked down by an alien war fleet. The human Confederation has known an unprecedented time of peace, unheard of in a universe where every other species is not only technologically advanced, but also incredibly hostile. The good times are

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about to end. Out on the fringes, the planet Atlantis is attacked by an alien foe remembered only by the oldest members of the Space Corps. These aliens – known as Vraxar – are abominations of flesh and metal, driven to exterminate every other life form in the universe. Now it's humanity's turn. In the ruins of the Tillos

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military installation, Sergeant Eric McKinney is determined to fight back and find out why the Vraxar have come. Meanwhile, a response fleet is mustered with the intention of facing the enemy head-on. It's a mission with no hope of success. As events unfold, it becomes apparent the Vraxar have secrets which

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give clues to their purpose. The answers are more shocking than anyone could have imagined. The lives of strangers are intertwined and together they must try and salvage something from this first exchange in a war that will not end until one side is utterly defeated. Luckily, the Tillos base holds secrets of its own...a warship with a

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exceptionally powerful Obsidiar core is contained within an underground bunker. It is the only hope for Atlantis... Negation Force is a science fiction action and adventure book which begins The Obsidiar Fleet series.

The Dragon's Blade
Battleship Indomitable

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War Mage

The Silver Sorceress

The Clockwork Chimera

They Called Me Mad

War MageMagitech

ChroniclesCreatespace

Independent Publishing

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Platform

Following the deadly assault on the Scholia by the kith'ketan, Keilan and Nel pursue the paladin Senacus south, hoping to catch

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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

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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

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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

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of man . . .

YOU CAN NEVER GO HOME

When accusations of
piracy and mass murder
are laid against his
homeworld, Damien
Montgomery is sent to

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resolve the crisis. As counter-accusations fly and an old flame re-enters his life, the newest Hand of the Mage-King of Mars finds himself in the midst of

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a bloody interstellar
shadow war. With the
death toll mounting,
Damien must decide
whether he should trust
the world he came from -
or the world that asked

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for his help. The wrong choice will trigger a civil war that could shatter human civilization. No pressure. Voice of Mars is book 3 of the

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Starship's Mage series.
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,

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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

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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

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morale will collapse
with it. But the entire
war is merely a
smokescreen for
something much more
sinister. Teodros,
Guardian of Krox, plans

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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.

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Eradicator

Eschaton Cycle

Blessed Time

Negation Force

A LitRPG Adventure

Deathless Book 6

Starships. Dragons. Magic.

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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.

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Heroes Pillaging magic
from dead gods, dragons
battling starships, and
much, much more! The Heart
of Nefarius by Chris Fox
Eradicated by Izzy Shows
Streamsurfers by Alec

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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

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Tech, Lies, and Wizardry
by J.S. Morin Star Mage
Exile by J.J. Green

I was in my garage when
the space elves addressed
the whole world. They
didn't call themselves

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space elves, of course. Most humans struggled to pronounce Khjurhnalva, so we opted for the easier version. They had a message for us: forces that had eradicated their

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species' males were now heading for Earth. Hungry for our resources, the alien hordes annihilate everything that stands in their way. The space elves offered us access to the

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System and asked for very little in return. After all, cooperation was vital to the survival of both our species. I, Mathew Alexander Dunphy, know all of the above is bullshit.

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I saw the truth with my own eyes and heard it from their beautiful, delicate, deceitful mouths. No one believes me, though. They call me mad. What reason could the space elves have

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to lie?Planet-wide
survival reality
show?Ridiculous.Don't miss
the start of a fun new
LitRPG Series in a system
apocalypse setting and
featuring mad scientist

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powers along with plenty of laughs. Oh, and killer aliens. Lots of em. About the MAD world: Not all game-mechanic systems hand out levels, stats, and skills. Sometimes it

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offers super powers and leaves the progression up to the user. What is LitRPG without the fan-favorite blue boxes, though? Instead of STR, DEX, AGI, expect them to

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house crafting-based notifications.

Many authors write, then market. Successful authors write TO market Have you written a book that just isn't selling? Would you

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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

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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

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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

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that will have your fans hounding you for the next one.

Nefarius comes and gods tremble Nefarius has risen. She is implacable. Unstoppable. God after god

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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

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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,

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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.

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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

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Aran must choose for
others to live.

Launch to Market

Heavy (The Weight Of It
All)

The Magitech Chronicles

Magitech Legacy Book 2

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Void Wyrms

The Crimson Queen

*Victory at all Costs! A
treacherous quest, Lethal
new enemies, Primordial
evil, A galaxy under
siege* With the end of the

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Dvorkan Civil War, Jon Pike is eager to return to his main goal, the defeat of the Juttari Empire. Unfortunately, fate has other plans, and Jon, Jamie, and Anki are sent

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*on perilous new quests.
But greater threats lurk
in the shadows, putting
everything Pike's built at
risk. Can Jon Pike
overcome the forces pitted
against him? Or has his*

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*luck finally run out,
leaving humanity forever
doomed? Find out in the
action-packed space opera:
Cursed Stars - Book 11 of
The Pike Chronicles
Enslaved and Forced to*

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*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*

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*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

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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

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*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*

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who enslaved him.

Wizard scouts are the elite, deep-recon forces of the Intergalactic Empire. They are a mix of technology and magic like abilities. Richard has

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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

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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

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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

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*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*

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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

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*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,*

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Richard is honor bound to do his best in spite of the odds. The question is, will his best be good enough?

Time to become a Living Weapon Necrotis has raised

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*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*

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*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*

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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

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*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*

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*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*

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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

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*to be part of the action
long after you finish the
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Chronicles World Anvil
Sanctuary*

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*Breathe Life Into Your
Backlist*

A LitRPG Fantasy Adventure

Wizard's Bane

Magitech Chronicles

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*that just isn't selling?
Would you like the launch
of your next one to be
different? Launch to
Market provides a simple
system to plan, track, and
execute your book launch.*

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author who just did exactly what you're trying to do, with take aways that will show you exactly how I did it. Don't leave the success of your novel up to chance. Launch your

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***book to market. "I bought
it for the rocket alone. I
mean, look at that thing."
-- the Author's Totally
Biased Friend.
Sell Books the Smart Way
Five years ago releasing a***

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book as an indie author meant uploading it, then begging everyone you knew to buy it. That method simply doesn't work anymore. Fortunately, there's a better way.

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Amazon has spent billions of dollars over the last decade building the world's best sales engine. They use machine learning to sell massive piles of books, and that engine is

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just waiting for you to tap into it. This is the book that will teach you how. Ready to become a six figure author? You'll learn: Why a sale isn't just a sale. Who you sell

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*to is more important than
how many How to find your
target audience How to
train Amazon to sell for
you*

*Breathe life into your
backlist Have you launched*

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a novel, or many novels, only to have them land with a whimper? Have you had a great selling book or series slowly fade away to obscurity? What if you could relaunch those

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*books, turning your
backlist into a great
source of income? You can.
This book will teach you:
How to analyze your
previous launches to
determine failure points.*

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How to turn your backlist into an automated system that feeds readers back into your other books. What types of relaunches exist, and which is right for your book. How other

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*authors have successfully
relaunched. What worked,
and what didn't.*

*The world is without
power. The dead rule. Yet
only now does the true
struggle begin. Osiris, Ra*

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and Isis each jockey for position, fighting a war as old as mankind. Steve and Irakesh escape the Ark of the Redwood, but Trevor and Jordan are dispatched to bring them to justice.

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Blair and Liz attempt to build a new civilization from the ashes, but quickly realize they face larger problems. For the true enemy of the ancient world has Risen, the

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*vicious god Set. With him
comes an army more
powerful than the world
has ever seen.*

*The Homeward Bounders
World of Darkness Core
Rulebook*

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Magitech Legacy Book 5
Cypher System Rulebook
Godswar
New Dawn

An Affinity. Most humans never get one, but the Goddess gives everyone the opportunity when they turn 16. With an Affinity,

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humans are given access to their internal energy and Skills. Magical powers that allow you to interact with the world in ways you could never imagine. When Terrence receives his Affinity, he is shocked to discover it has never been seen before within the Kingdom. Worse yet, his Affinity reinforces the thing he was made fun of for

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his entire life. His weight. Follow Terrence as he uses his Affinity to progress with the hopes of becoming a Dungeoneer - someone who explores and conquers Dungeons. Discover a unique world where Terrence and his friends learn about their new abilities, their Affinities, AND themselves. Their Skills will grow, and if

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they work hard enough, they might eventually Rank up!

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

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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

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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

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but nobody can beat a Silicon Valley computer geek! At the publisher's request, this title is sold without DRM (Digital Rights Management).

In war, no one is safe. War has come to Thornstone, Tarkin's Point, and Thoriddon, throwing all three nations into chaos. Led by the demon lord Vagborar, the legions of

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orcs are bent on nothing less than the total annihilation of both human and dwarf.

With their demonic allies, they just might succeed. But not without a fight. As Serena tries to find answers and a path to victory, Orin and Brom fight with both sword and spell to turn back the tide of darkness.

Beside them are a kingdom of dwarves and

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a city of humans, but even they may not be enough to beat back such a force. If they hope to survive, they need to come together, but with each nation under siege, uniting as one is easier said than done. When one of them is freed from battle, hope is rekindled, but prejudices rise to the surface, threatening everything. If any of them hope

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to survive, past actions and old hatreds must be forgotten. Hard decisions and painful sacrifices must be made. And pride and egotism must be set aside for the greater good. If not, a new age of evil will dawn upon the world.

An alien ruin A murdered archeologist An ancient secret--and a conspiracy that will

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kill to keep it! When a scientist is murdered after finding signs of alien magic in an archeological dig, Mage Damien Montgomery, Hand of the Mage-King of Mars, is sent to investigate both the murder and the alien runes. His investigation is interrupted when a mysterious ship attacks the ruins with weapons only available to the

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Martian Navy. Despite saving the dig site, Montgomery is left with more questions than answers. His investigations reveal questions about the origin of his magic and his nation--and lead him back to the one place that should be safe: the court of the Mage-King of Mars.

The Builders

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Ancient Godly Monarch(1)

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Void Wraith

Tales from the Void