
Bookmark File PDF Provenance Spellscribed 1 Kristopher Cruz

Eventually, you will very discover a supplementary experience and carrying out by spending more cash. still when? attain you give a positive response that you require to get those every needs in the same way as having significantly cash? Why dont you try to get something basic in the beginning? Thats something that will lead you to understand even more around the globe, experience, some places, next history, amusement, and a lot more?

It is your totally own become old to perform reviewing habit. among guides you could enjoy now is **Provenance Spellscribed 1 Kristopher Cruz** below.

KEY=CRUZ - NEAL YOUNG

SPELLSCRIBED: PROVENANCE

Createspace Independent Pub **Spellscribed** is a series of fantasy novels revolving around the protagonist, a young and inexperienced Wizard named Endrance. Born the night that the Archmagus Valeria died, Endrance was gifted with the talent and mind for magic. He'd proven that he was more than capable of mastering the forces of magic and intellectual study at the hands of a master as mad as he was crafty. He was one of the Scribed, mages who had undergone a painful yet powerful ritual that granted them the ability to tattoo spells upon their very skin. He had finally proven himself to his master, and was free to practice magic at his own pace. If that were all fate had in store for him, he would have been happy. However fate wanted more of this man's potential than a lifetime of quiet study. Instead, he was appointed the Spengur of Balator, a country radically different from his own. He would face an entire city of people that prized physical might and shunned the mystic. There he would meet staunch allies, and dangerous foes. There, he could change the world, if he could only survive. It is through the fires of strife that a person is melted down into the core of who they really are, and fate has stoked the flames white hot. Can he survive the blaze? And even more importantly, who will he be if he emerges from the other side?

ZEAL OF THE MIND AND FLESH

A GAMELIT HAREM ADVENTURE

Hot elf girls, magic powers, and an inter-dimensional spaceship. What more could a nerd ask for? When Theodore visited the new animatronic strip club in town, he didn't expect the elves the facility was famous for to be actual flesh-and-blood elves. And he definitely didn't expect to find an inter-dimensional phone booth tucked away in the back room. But find them he did, and before he knew it, he'd been sent to a strange and exotic land. Among the Thousand Worlds, power is free for any with the will and talent to take it. Here, elves practice immortal cultivation, gathering power to increase their personal strength and pursue eternal life. Theo must survive and gather allies, with whom he may just be able to build the greatest clan of all time, all while growing the mysterious power of the game-like interface passed down to him by the alien wizard, and the spaceship he has inherited. **Warning: Zeal of the Mind and Flesh is the first novel of a series containing graphic violence, explicit sex, and a harem of magical girls of various supernatural species. Read at your own risk. Contains Harem, Cultivation, Dungeon Core, and GameLit elements.**

SPELL FADE

A dying wizard, a thousand years of spells poised to fade with him, and a kingdom that will likely follow if a successor is not found. Too bad the most likely candidate has no idea he's a wizard.

WARRIOR

THE WAR CHRONICLES I

CreateSpace **Demon-spawn, some call him, an evil seed of the UnNamed One. Young Lirak fears they may be right. Sent on a divine quest to test his prescient dreams, he returns to find his people slaughtered and scattered. Ruthless invaders and their fell warlocks spread death and destruction across the land. Lirak swears to avenge his tribe. But before he can lead the remnants of his people in vengeance, he must win their trust. Only then can he enter the spirit realm and unleash the surging power he feels inside him. But the Seven Gods play for higher stakes, and Lirak's trials are just beginning.**

DEMON DRIVEN

Lulu.com Seven months have passed since Chris Gordon met Tanya Demidova. In that time he has adapted to the vast changes in his life. Being faster and stronger, working for a paranormal police unit and dating a vampire. But new threats appear; from the South, from the North, within the NYPD and from the U.S. government. But his greatest danger is already inside him.

THE HIDDEN TOWER

Sand Hill Publishing Otto Shenk is the youngest son of a minor baron and a wizard. Abused by his family and considered less than human by his kingdom, Otto does his best to survive. But everything changes when Otto stumbles across a tower hidden deep in a dark part of the forest near his home. A tower that was once the home of an Arcane Lord, the immortal wizards that long ago ruled the world. Otto's life will be changed forever. And so will the world.

WARRIOR

War Chronicles Demon-spawn, they call him; evil seed of the UnNamed One. Lirak wonders if they might be right. Sent on a holy quest to test his prophetic dreams, he returns to find his people scattered or slaughtered. Ruthless invaders and their dread warlocks spread death and destruction across the land. Before he can lead the remnants of his people in vengeance, he must win their trust. But blades and arrows alone will not defeat this enemy. His only hope is to master warlock sorcery, turning their own fell powers against them. Can he learn their arcane secrets in time, or will the deadly power consume him? Only the Seven Gods could know, but they war amongst themselves, Lirak is a pawn in their divine conflict. Even if he defeats the invaders, he fears his trials are just beginning.

THE CHOICE OF MAGIC

Michael Manning The ancient magic of wizards was anything but dark. It was the enlightenment that lifted humanity from the squalor of superstition, and the worship of fell spirits and capricious gods, but those days are gone. The shining glory of the sorcerers burned away the subtlety of wisdom, replacing it with easy power, held only in the hands of the elite—a new age built upon the elemental supremacy of aristocrats and the ignorance of the masses. But this will change, for the greatest power comes with knowledge, and the deeper teachings of wizardry have not been utterly

lost. The last wizard of the old tradition still survives in solitude, nursing tired grudges and waiting for death. His passing might have gone unnoticed, but for the imposition of a youth too stubborn to accept his refusal to take an apprentice. With a new student comes new hope, and that hope has caused old powers to stir again. That the world will change is inevitable, but the shape of the future is anything but certain.

THE SORCERER'S ASCENSION

BOOK 1 OF THE SORCERER'S PATH

Torn from a life of comfort and luxury, his family destroyed by political intrigues and aspirations, a young boy must quickly grow into a man before the deadly streets of Southport devour him. Follow Azerick through a page-turning adventure that pits him against thieves, thugs, murderers, and men of power that will stop at nothing to achieve their goals. Azerick must fight just to survive, but for him survival is not enough. A hunger to avenge the wrongs committed against him burns deep within. But that is not all that lies within the young man. There is a power waiting to be unleashed that may be the key to achieving the justice and security he seeks...if it does not destroy him first.

SPELLSCRIBED TALES

FIRST REFRAIN

CreateSpace **Spellscribed Tales** is the first of a chorus of stories told of other heroes within the **Spellscribed Universe**. Some heroes are forged by fate, and some forge their own destiny. The drive to succeed can lead some to become a hero, and to others it can take them down darker paths. The first tales are stories of Snow, and of Shadow. The Mountain and the Deep Dark. Forged on opposite sides of the world, they fight, not knowing how similar they really are.

KNIGHTMARE ARCANIST

Frith Chronicles **Gravedigger Volke Savan**, desperate to leave his tiny home island and impress the most beautiful girl he's ever known, breaks every tradition of the bonding ceremony just to become an arcanist. But when he's tasked with killing a hero, he's uncertain.

CREATION MAGE

The last thing I expected was to gain the spells of the woman in my bed. Hell, I didn't even know magic existed until I'd cast a spell that morning. Then a beautiful teacher from a magical academy told me I could become the universe's most powerful mage. To get there, I need to become stronger. I need to ace all my examinations. And, most of all, I need to master the most potent spells. But I have to start somewhere. This begins my first year at the Mazirian Academy.

MAGI'S PATH

Independently Published **Nearly everything in Gregory's life had changed by the end of his first year at the academy. Alone at the start of his novice year, he'd gotten engaged to Yukiko Warlin and found a friend in Jenn Bean by the time the annual tournament was over. The three of them went on to join Aether's Guard, bringing the name of the nearly dead clan back to life. Elder Lightshield, the leader of Aether's Guard, gave them his support and backing and Magus Dia guided them. Their training with Armsmaster Gin continued, offering a safe haven and helping to shield them from the worst tribulations that academy life could bring. Nothing is perfect, though. Gregory, Yukiko, and Jenn had also made enemies, and faced resentment and anger from the Eternal Flame clan more than once. Weathering the troubles that Nick Shun and his friends tried to bring down on them, the three magi rose to ever greater heights. Gregory's second tournament included the unexpected, but welcome, arrival of Carmichael Pettit, as well as a mysterious bet between Jenn and Yukiko. At the end of the tournament, Jenn had bested Yukiko and Gregory, and the three of them held three of the top four places. With both of their families in attendance, Gregory and Yukiko wed after the tournament. The newlywed couple would face the academy and the world as one, and with their friends and their clan, they would strive to be at the pinnacle of their class once more. (This book contains some adult themes, and non-standard relationships.)**

SILVER ANGEL

Harper Collins **A classic historical romance from #1 New York Times bestselling author Johanna Lindsey. Abducted and sold into slavery, Chantelle Burke has been brought to the palace of the mighty Pasha. Vowing never to bow to this ruthless master's will, the young Englishwoman weakens within the silken splendor of his chambers, and after on glance into his piercing emerald eyes. The stunningly handsome Pasha is a powerful, muscular figure yet he caresses the lovely addition to his harem with a fond tenderness that only succeeds in driving her wild. But beneath his exotic**

eastern garb, the cryptic Pasha shrouds his true identity -- one that he finds difficult to conceal when he wants so much to surrender his hearty and soul to the irresistible Chantelle.

FREE THE DARKNESS

Raised and trained in seclusion at a secret fortress on the edge of the northern wilds of the Kingdom of Ashai, a young warrior called Rezkin is unexpectedly thrust into the outworld when a terrible battle destroys all that he knows. With no understanding of his life's purpose and armed with masterful weapons mysteriously bestowed upon him by a dead king, Rezkin must travel across Ashai to find the one man who may hold the clues to his very existence. Determined to adhere to his last orders, Rezkin extends his protection to an unlikely assortment of individuals he meets along the way, often leading to humorous and poignant incidents. As if pursuing an elite warrior across a kingdom, figuring out who he is and why everyone he knows is dead, and attempting to find these so-called friends and protect them is not enough, strange things are happening in the kingdom. New dangers begin to arise that threaten not only Rezkin and his friends, but possibly everyone in Ashai.

RISE OF THE WEAKEST SUMMONER

VOLUME I

Independently Published One fateful day, a caravan was passing by the village of Teira, which had been raided and set ablaze by bandits. Within the burning rubble, a young woman found a baby, the sole survivor of the attack, and decided to take it with her and raise it as her own. As she was leaving with the little child in her hands, two falling stars lit up the night sky, and she named the boy Asterios. Years passed and the boy grew up in a caring and warm home, developing a passion for all magical beasts, choosing the path of a Summoner as his way of life. While his love and knowledge also grew boundless, his practical abilities clearly pointed out his complete lack of compatibility with that school of magic, but he never wavered in his resolution. Follow Asterios as his life of perpetual failure suddenly takes an unexpected turn, after just seconds short of his death, a powerful summon answers his call and saves his life. Wait... doesn't it look like... A GIRL?! Are those beast ears and tail?! This story includes: Mystery of the past looming in the background. Sudden strength gain with progressive development. Mild romance with a shy but strong heroine. Caring and devoted protagonist, albeit serious and decisive when confronted. Slowly growing harem. Chill and quite relaxed adventure story with a pinch of unabridged intimate situations.

GOD KINGS HAREM

OMNIBUS EDITION

Independently Published **A Harem Fantasy 7 Part Harem Series, Now In One Volume! Prophecy, power, and love will dictate the reign of Prince Dainen of Sorrowmere. Born in a time of troubles, and told the world's fate rests upon his shoulders, the young king will tap those closest to him for advice, council and so much more. This story follows the exploits of king Dainen as he gathers a harem to conquer the world. First to fall is the gorgeous maid, whose taken care of him for years. Next, the Dowager Queen, wisest in all the lands. What other women will fall under his spell? An Imperial Princess? An Elven Queen? Perhaps even the woman of the house... Read the 7 part series collected in one place to find out! Warning: this story contains Twins, MILF's, Magic, Elves, FFM, FFFM, FFFFM scenarios and more! Contains: Crowning of the King Drums of War Assassins Gamble A Noble Mount Birth of an Empire Sword and Plow Prophecies End**

THE SORCERER'S LEGACY

BOOK 3 OF THE SORCERER'S PATH

Azerick has had enough of death and wants nothing more than a home and to train his young apprentice, but death is far from finished with him. An enemy he had hoped to have left behind sets out to destroy him by sending an assassin of uncanny ability and unspeakable evil to avenge the death of his son. A shadow war rages across the kingdom, and it is only a matter of time before Azerick is dragged into it and is forced to put an end to Duke Ulric's schemes once and for all.

UNCHOSEN FATE

SACRIFICE OF PAWNS

Independently Published **Three global alliances. A high stakes cold war. The fate of humanity in the balance. At the dawn of the twenty-second century, humanity has finally achieved a permanent foothold in space. James Smith, a newly minted lieutenant commander in the Western Alliance Navy, is about to embark a next generation cruiser, purpose-**

built to counter the expanding threat from Eastern Bloc forces. As he enters this new assignment, he finds out that the ship is under threat. Not from enemy railguns or lasers, but from cloak and dagger within. But spies and sabotage are not the only threat lurking in the dark of night. While we play our childish games, humanity's sudden rise has also caught the attention of the race known as the Roxannez, their advanced power and intellect unrivaled by anything we have ever imagined. So far beyond us, some would call them gods. And they have an interest in James. The fate of the human race, our very survival, hangs in the balance of what happens next.

INTERMEDIATE COMPREHENSION PASSAGES

Pearson Education India

THE SORCERER'S TORMENT

BOOK 2 OF THE SORCERER'S PATH

Forced to flee The Academy after killing another student, Azerick sets sail to start a new life and a new home from where he can continue to grow in power so that he may avenge his father's murder. However, the fates have not finished with the young sorcerer. A massive storm blows his ship into the clutches of a terrifying creature with the power to control the minds of others and enslave them to its will. Azerick becomes the pawn of this creature, but what happens when an irresistible force meets an indomitable will?

THE CRIMSON QUEEN

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

cataclysms bestir themselves, casting about for why the world is suddenly changing . . .

THE MAGICIAN'S BROTHER

In my world, magic is an everyday thing. It's on street corners; it's in our schools, our homes and even our governments. Magic carpets share the sky with jets, international boxing shares air time with magical duellists. It's a whole mess, but then nobody consulted me before outing every mage on the planet. My twin brother is a Wizard, and thinks he's the only magician in the family. It's actually a little funny that he hasn't suspected anything different in the last seventeen years, what with my constantly needing to keep his idiot face out of danger and stupidity, but that's not today's problem. You see, someone's trying to kill him. It started off with a shadow monster that was all but immune to my magic attacking him at school, and it went steadily downhill from there, meandering through an encounter with a succubus (a species I was told categorically didn't exist anymore), to nearly getting abducted by murderous homeless men and blasted by the government's anti-magic police, and that was just Monday! While I'm trying to help the idiot, I'm also doing my level best to keep him from finding out about my own powers (which are frankly so sinister that I was terrified of my own shadow for the first decade of my life), and make sure that in my blundering about trying to solve a mystery I can't trust the Supernatural Crimes Authority to investigate correctly, I don't draw the attention of the people with horrific monsters at their beck and call. Family can be such a pain...

DEMON'S THRONE 2

Independently Published Rys is still shaking dust from his hair after a thousand years of sleep, and he already finds himself in a two-front war. The sorcerers of the Malus League are summoning a demon lord, while his northern neighbor marches south. Now that Rys has claimed a kingdom, he needs to keep it. Naturally, he'll expand his territory while crushing his new enemies. Behind the scenes, the many spy networks of his opponents wage a continuous war. Rys gets his hands on his own spymaster, a pliable and energetic fox who is desperate to prove herself. The other nations want to manipulate him to their own ends. But he is nobody's puppet. When it's all over, he will stand atop the archipelago as its greatest power. Demon's Throne is an empire-building series with violence, undefined relationships, beast girls, and scenes that don't fade to black. Consider yourself warned.

INTO TWILIGHT: AN APOCALYPTIC LITRPG

Mountaindale Press **Seek out new life and civilizations. Kill them for their mana. Aliens are blown away by science. Daniel Thrush is the only known human with the ability to learn the magic which runs the various empires of the universe. Earth is in the crosshairs of the Tellask Empire, a race that discovered magic millennia before humanity even mastered fire. All known aliens focus on the arcane. Upon learning of magic, their technological progress all but halted as great voidships spread their colonies across the galaxy. For all of Earth's military might, their only hope is to incorporate the alien's magic into technology, to use the enemy's own tools to fight them. The government is dead-set on transforming magic into a standard-issue weapon. That means finding monsters and harvesting their mana, usually after sticking them with a sword. Despite his better judgement, and the world on his shoulders, Daniel leaves Earth behind to bring them back a future.**

THE SORCERER'S VENGEANCE

BOOK 4 OF THE SORCERER'S PATH

Azerick thought he had finally found peace and purpose beyond seeking vengeance against those he held responsible by creating a school of learning, magic, and trades for the less fortunate. That dream came to an end when an assassin tried to murder him in his sleep. Knowing that he will never be free and his friends and students will never be safe until he puts an end to the schemes and machinations of evil and power-hungry men. No man, army, or even a journey to the very bowels of the abyss will keep him from his vengeance.

ALCHEMIST APPRENTICE

Independently Published **Sam's desire to protect his sister leads him to magic he never imagined. The powerful arcane arts have kept Olway safe for generations, taught only to those tested and proven to have real potential at the prestigious Academy. That power has never been found on the edge of the kingdom where Sam and his sister struggle to survive. Until now. A terrible mistake puts Sam at the mercy of a master of the arcane arts who brings Sam to the Academy to help learn what happened to the last of the Alchemists. Posing as a student, and with no magic of his own, he tries to navigate the Academy and discover the secrets of Alchemy. When he discovers a dangerous power that could destroy the Academy, Sam is tested in a way he'd never imagined. Having no magic of his own, his mind and wits**

might not be enough to stop a dangerous power that has turned its attention upon the Academy-and is now focused on Sam.

THE (SORT OF) DARK MAGE

The story of a young man named Waldo who grows up in a world where monsters, the undead, and dark magic are a part of everyday life. He is forced to go on a journey to prove himself, and soon discovers that his beliefs don't fit into the wider world. This is a light fantasy that is heavy on the humor with some romance and action as well. It has mature themes and language and is aimed at an adult audience. It is filled with everything a fantasy reader would want; dark magic, betrayal, zombies, vampires, a journey of discovery, secret plots, beautiful big breasted women, and murderous flesh eating rabbits. Just kidding about the rabbits. I'm saving them for the sequel.

AETHER'S GUARD

Gregory's life changed when his aether sparked to life during the Age Day ritual. He left his old friends and his old life behind, and was taken to the Magi Academy to start training to serve the Vela Empire. Suddenly alone and out of place, he prepared for the worst. When the beautiful novice, Yukiko Warlin, asked if they could be friends, his life changed again. After six months of duplicity from the people who they had thought of as friends, Gregory and Yukiko isolated themselves from all the other novices. Gregory chose a path considered impossible for his training, and Yukiko followed, pushing each other to strive ever harder. When Yukiko's betrothal was annulled, the two friends were free to express the deeper feelings that had developed between them. The first tournament for the novices was brutal on the two young lovers. Both of them were pushed to the absolute limit, but they endured. When they took the top two spots, their fellow novices dropped the pretense of friendship, when neither would bow to the machinations of their peers. Now, the rest of their first year stands before them. It's become clear that they should join a clan, but where can they find one that would treat them both fairly and equally? (This book contains some adult themes.)

BLOOD OF THE EARTH (SOVEREIGN OF THE SEVEN ISLES: BOOK FOUR)

Alexander's costly victory at Northport provides only a brief reprieve from the onslaught of enemy forces converging on those loyal to the Old law. Prince Phane has created a deadly new soldier - man mixed with darkness - imbued with terrible power and a purpose so sinister that that it could turn those Alexander loves most against him ... or take them

away from him forever. Zuhl is plundering Fellenden, killing, torturing and enslaving the people for his own selfish purpose. He's using the fabled Iron Oak forest to build a fleet of warships capable of dominating the oceans of the Seven Isles, ensuring his ultimate dominion over everyone, everywhere. The shades are loose in the world and starting to make their move. They intend to open the Nether Gate and plunge the world of time and substance into eternal darkness. Blood of the Earth is the story of Alexander's struggle to preserve the Old Law against impossible odds while trying desperately to save the one person he loves most from a fate worse than death.

THINBLADE

SOVEREIGN OF THE SEVEN ISLES: BOOK ONE

When second son Alexander Valentine loses his brother to an assassin's arrow, he discovers that his family protects an ancient secret and reluctantly finds himself at the center of the final battle of a war that was supposed to have ended two thousand years ago. Pursued by the dark minions of an ancient enemy, Alexander flees to the mountain city of Glen Morillian where he discovers that he is the heir to the throne of Ruatha, one of the Seven Isles, but before he can claim the throne he must recover the ancient Thinblade. Seven were forged by the first Sovereign of the Seven Isles and bound to the bloodline of each of the seven Island Kings in exchange for their loyalty to the Old Law. Each sword is as long as a man's arm, as wide as a man's thumb and so thin it can't be seen when viewed from the edge. Thinblade is the story of Alexander's quest to find the ancient sword, claim the throne of Ruatha and raise an army to stand against the enemy that has awoken to claim dominion over all of the Seven Isles.

AZYL ACADEMY

LARGE PRINT EDITION

Independently Published I was getting ready to graduate, with only one semester left, when I took a ski trip with my fiancée and ended up dying to save a little girl's life. This wasn't the end, though, as a deity chose me to save another world. I woke up in the body of Kupiec Aiden, in a world where magic was real. Unfortunately, unlike many isekai novels I've read, I retained none of his memories, and had to learn everything. His family took me in, and I recovered from his sickness before learning about magic, or Aether as they called it. I discovered that I had immense innate talent in Aether Gathering, and was offered a scholarship to attend Azyl Academy, the city's premier institution. Where

do I fit in this world, and how am I going to be key to saving it?

AETHER'S BLESSING

Every year, the empire administers the rite of passage into adulthood. That rite serves to identify those blessed by Aether to become magi. The new magi are shipped to the academy to learn the arts of magic. The academy is a dangerous place; the tournaments held twice each year can cripple or kill the students, and the clans of the empire will go to great lengths to recruit the students they want. Gregory had one dream: to become a magi like the legends of old. Though he was ridiculed by the residents of the village and his unsupportive father, he never wavered from his dream. Would his age day bring the fruition of his dreams, or would reality come crashing down on him? (This book contains some adult themes.)

PRISONER OF MY DESIRE

Harper Collins Destined to be yet another bestseller from the inimitable Johanna Lindsey. Spirited Rowena Belleme must produce an heir - or incur the dangerous wrath of a ruthless stepbrother who stands to forfeit his ill-gotten wealth. And the magnificent Warrick deChaville is the perfect choice to sire her child - though it means imprisoning the handsome knight and forcing him to bend to her amorous whims. Vowing to resist but betrayed by his virility, noble Warrick is intoxicated by Rowena's sapphire eyes and voluptuous beauty. Yet all the while he plans a fitting revenge - eagerly awaiting the time when his sensuous captor becomes his helpless captive. . .and is made to suffer the same rapturous torment and exquisite ecstasy that he himself has endured.

THE LINE OF ILLENIEL

Mordecai has discovered his heritage and must take up the mantle of a lord of the realm, while figuring out what it really means to be a mage of the line of Illeniel. He is beset on both sides by allies and enemies trying to control or destroy his future. Gods and kings both seek to manipulate him for their own ends, and no matter what he chooses his loved ones will suffer. Will he risk destroying his love with a bond that might be her death, or face the madness that comes to wizards who embrace power without restraint?

IN THE FATHER'S SHADOW

Defying the Kroeten is the best way to court certain death. Yet Togan, the Kroeten's youngest child, has done just that by daring to flee from his father's vengeful control. However, escaping from himself proves to be a more daunting task as Togan comes to understand that fear of his magical heritage and fear of his kind precedes him. In the midst of his enemies, Togan finds that even the gods are wary of his presence. In Dinota, Captain Jisra and her allies, including her two sisters in arms and the Mage Dythan, find themselves under siege from within. The enemy is converging around them, and even their home provides no guarantee of safety.

CULTIVATING CHAOS

BOOK 2

Ash's life is anything but normal these days. Having unlocked his Dantian, he's grown in power. Grown to the point where he has others that depend on him for that power. In this world of martial arts, only the strong and the ruthless survive. Everyone else is merely a stepping stone on their path of Cultivation, or an obstacle to be overcome. Or knocked down. A world where the strong rule, and the weak die. Utilizing the Hall, the voice in his head that calls itself Locke, and all the powers available to him, Ash has begun his own journey of Cultivation. Except that as a Fated One, his journey is a narrow and winding path between two cosmic forces. Each one vying for dominance. And that has nothing to do with what Locke has planned for him. This is his second step in his life as a Cultivator. Overcoming his first tribulation, and solidifying his Dantian. This is a VeilVerse novel. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/a full harem, unconventional opinions/beliefs, and a hero who is tactful as a dog at a cat show. Read at your own risk.

ZENITH ACADEMY 1

My name is James, but my mom's the only person that can call me that. To everyone else, I'm JD-a struggling artist, working my fingers to the bone for my shot with one of the big comic book companies. Oh, and I work nights, managing a dive called Judson's Bar and Grill. I know, the dream life. Things were boring, disappointing, even. Until one faithful night, when everything changed. Why? Where do I start? First: An odd woman showed up in a booth while I was trying to close for the night. Rude, but on its own, not so weird. She was dressed in a kimono and had a sword in her lap. That

part? Getting a little strange. Second: It turns out she's a mistress at a magical academy and had been looking for me. Right? Please pick up on my sarcasm. Except, she proved it, and with just a few violent swings of her very real sword, ensured I both didn't have a job any longer, and more or less had to follow her into a scary, glowing portal. Where did it take me? A surreal place called Zenith Academy, and a life I'd only ever dreamt of. And that is just the beginning. It turns out they've been fighting a war for thousands of years, and I've just been drafted.

THE SORCERER'S LOSS

BOOK II OF 'THE MAGICIAN'S BROTHER' SERIES

My twin brother has started to go mad, and my powers are the cause. Nobody knows how to stop it and all the facts are telling me that unless I can cure him, my brother is very likely going to try and kill me soon. And that's just how this whole mess starts...From there I run face first into a whole stack of problems, including a crazy werewolf girl, a large pack of flesh-eating ghouls and a trip to the greatest repository of magical knowledge in the world, where someone like me is definitely not welcome. There, I discover dark secrets from before the birth of modern civilisation, and make an enemy of the toughest woman I've ever met, one whose motto may as well have been 'when in doubt, stab it a lot'! If that wasn't enough, Windward Academy has a new magic teacher, who also doesn't like me very much (who does these days?). She's not only far more powerful than I am, she's also hiding secrets of her own, any one of which could vastly complicate an already touchy situation. But I can't let any of that stop me. I've got to find a way to help Des, but the only paths open to me are costly and horrifically dangerous. No matter what I do, I'm bound to lose something precious. I still have to try.

OH, GREAT! I WAS REINCARNATED AS A FARMER

A LITRPG ADVENTURE

What do you have when you blend a pinch of litrpg, a touch of farming simulator, a sprinkle of epic fantasy, a whole cup of Isekai, and a dash of Home Alone? You have Arnold's life. Accidentally murdered by a cleric in another universe during a botched resurrection, Arnold, a semi-pro gamer, wakes upon an altar to find himself incarnated into the overweight body of a farmer who could have been his fatter twin. He's not the hero. He's not the villain. He's certainly not the chosen one who is there to save the world. He's a clerical error. It could be a bad joke, but apparently, it

happens so often that they have a standard procedure for returning you. That standard procedure doesn't apply to Arnold. Now stuck on a new earth, in a new universe, with no way home, Arnold must use his gaming skills to figure out how to level his farmer class to 100 and gain a second class which doesn't make him want to beat his head against the wall. There is just one small problem: farmers don't gain experience from killing monsters. Like at all. Follow Arnold on his hilarious journey as he stubbornly comes to grips with his new reality and tries to change his destiny from that of your typical farmer.