

# The Card Job A Litrpg Heist English Edition

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## **Chosen Ones** - Veronica Roth 2020

The mega-selling author of the Divergent franchise delivers her masterful first novel for adults.

## *The Blue Sword* - Robin McKinley 2016-04-26

A Newbery Honor Book and a modern classic of young adult fantasy, *The Blue Sword* introduces the desert kingdom of Damar, where magic weaves through the blood and weaves together destinies. New York Times–bestselling and award-winning author Robin McKinley sets the standard for epic fantasy and compelling, complex heroines. Fans of Sarah J. Maas, Leigh Bardugo, and Rae Carson will delight in discovering the rich world of Damar. Harry Crewe is a Homelander orphan girl, come to live in Damar from over the seas. She is drawn to the bleak landscape, so unlike the green hills of her Homeland. She wishes she might cross the sands and climb the dark mountains where no Homelander has ever set foot, where the last of the old Damarians, the Free Hillfolk, live.

Corlath is the golden-eyed king of the Free Hillfolk, son of the sons of the legendary Lady Aerin. When he arrives in Harry’s town to ally with the Homelanders against a common enemy, he never expects to set Harry’s destiny in motion: She will ride into battle as a King’s Rider, bearing the Blue Sword, the great mythical treasure, which no one has wielded since Lady Aerin herself. Legends and myths, no matter how epic, no matter

how magical, all begin somewhere.

## *Temper: An Apocalyptic LitRPG Series* - Xander Boyce 2020-02-27

A haven for humanity. Factions forming and fracturing. The seeds of a new empire. Drew and his team are racing to create a system-recognized 'Habitat'. To make this happen, they must conquer more nodes, deal with an antagonistic superior officer, and possibly worst of all: their own fear. Freeing the troll's sacrificial captives was only the beginning. Now the remnants of humanity must find a safe place to call home. But Nat's Park isn't the safe haven he was promised it would be. Not only do internal politics threaten to rip the survivors apart, an unknown danger haunts the stadium. Drew and his allies will struggle to survive in the changed world after the Advent as fate works to temper them.

## *Winds of Strife* - U. G. Gutman 2020-11-06

"They burned me and mine. I'm not done until I burn them and theirs in return." Witch-hunts have plagued the kingdom of Olyanath for decades. Thousands were slain due to the king's paranoia of women who practice Senspiritic magic. No more. Nye and his companions have seen enough of murder and misogyny. Fifteen years have passed since he joined the witch-hunters, and now, at long last, an opportunity to destroy them from the inside reveals itself. An opportunity to overthrow the king and end his reign of cruelty. But fifteen years of pretense have taken a toll. The

strive for vengeance has steered Nye toward a path of violence and villainy. His hands are stained by the blood of countless innocents, his heart is scorched by grief, and his sanity hangs by a thread. Even if he can kill the king and see this revolution through, it may not suffice to purge the voices from his head.

[The Dragon Delasangre](#) - Alan F. Troop 2002

Peter DelaSangre, one of the few surviving members of the People of the Blood, mysterious creatures that are changelings during the day and slayers at night, narrates the story of his life, from his isolated youth on an island off the coast of Miami, to his struggle to find a balance between the worlds of humans and Dragons, to his search for love with a woman of his own kind. Original.

**Girl with a Gun** - Kari Bovée 2018-06-19

Fifteen-year-old Annie Oakley is the sole supporter of her widowed mother and two siblings. An expert marksman and independent spirit, she hunts game to sell to the local mercantile to make ends meet instead of accepting a marriage proposal that could solve all her problems. After a stunning performance in a shooting contest against the handsome and famous sharpshooter Frank Butler, Annie is offered a position in the renowned Buffalo Bill's Wild West Show. Finally, she has a chance to save the nearly foreclosed family farm and make her dreams come true. But then her Indian assistant is found dead in her tent, and Annie is dubious when the local coroner claims the death was due to natural causes. When another innocent is murdered, Annie begins to fear the deaths are related to her. And to make matters worse, her prized horse, Buck, a major part of her act, is stolen. Annie soon discovers that the solution to her problems lies buried in a padlocked Civil War trunk belonging to the show's manager, Derence LeFleur. And so, with the help of a sassy, blue-blooded reporter, Annie sets out to find her horse, solve the murders, and clear her name.

[Battlemaster's Gambit](#) - Nathan Pierce 2021-10-30

Resurrected to dominate or die again Andric was much like anyone else, further along in his life than he wanted to be. Much further along, and waiting to finally become the main character of his own story. Fate had a

funny joke for him, though. He died. Unexpectedly he was given the strangest of plot developments. He resurrected in what seemed to be a GACHA game Being given another chance on another world. One where he could redefine himself, starting with an unknown class of all things. Andric can only roll with it since there really isn't any other choice. It's time to start again and this time he'll have to get risky, take chances, and let luck play a part. Regardless if it's good or bad. First up for that new life motto is his class and he's definitely taking a risk. Unknowingly, he's given up on a typical RGP character development in favor of an unconventional class where his powers hinge on the luck of the draw. Disclaimer: This book contains copious amounts of sex, violence, cursing, and stats. There are strange cultures in a fantasy land that have very murky morals and do not adhere to any kind of human ideal of decency. This book also contains unconventional relationships and questionable moral choices.

**The Crafting of Chess** - Kit Falbo 2019-02-20

Nate wants more to life than moving from town to town, hustling chess with his con-man grandfather or wagering pick-up games online. A new immersive game opens up the chance to bring in a steady paycheck. Maybe enough to convince his grandfather to stay straight. Little does he know how his actions will change his life. A GameLit coming of age story.

[Hell to Pay](#) - Luke Chmilenko 2020-08

A new side novel set in the Ascend Online universe! 'Book 1.5' Lazarus Cain is a member of the Grim Shadows, one of the Thieves Guilds in the city of Eberia. Unfortunately, Lazarus is having a bad day. Waking up in a torture chamber, suffering from amnesia, he'd be pretty much screwed if not for the mysterious, magical sigil burned into his chest. Sometimes a really bad day should be shared with others, especially professional torturers. Lazarus will need to use all his cunning and skill to work with his comrades, uncovering schemes within schemes, discovering that The Grim Shadows are not the only Thieves Guild in the city mired in conflict. What's more, the leaders of the other guilds, the Thief Lords, don't respond well to treachery...

[Write! Write! Write!](#) - Amy Ludwig Vanderwater 2020-09-01

Twenty-two poems capture the amazing power of writing and will inspire even the most reluctant writer to begin putting words to paper. Write! Write! Write! is a poetry collection that explores every stage and every aspect of the writing process, from learning the alphabet to the thrilling moment of writing a thought for the first time, from writer's block to finding inspiration, and from revision to stapling your finished work into a book. These poems also celebrate how writing teaches patience, helps express opinions, and allows us to imagine the impossible. This book, brimming with imagination and wonder, will leave readers eager to grab a pen, pencil, or keyboard--and write!

Illusion - Joseph Phelps 2019-08-24

When an overly powerful guild threatens to take over an entire server in the world's premier crime game, it falls to a new player and his small but powerful crew of friends to stop them. The Life of Crime is Blacklight Industries' second major immersive experience. Everyone played their first, the world famous fantasy game Brescia Online. Now, years later, the company has focused on a different genre entirely. Once plugged into the game world, you feel as though you're back in the early 21st century, and thanks to their powerful immersive AI, have all the freedom to shape the world around you one could hope for. Players build Crews, Crews control Turf, and fight one another tooth and nail for it, rising to great power and status along the way. Each server houses a major metropolitan city, and the west coast US server, Illusion, is being threatened with total takeover by an unscrupulous and power hungry Crew named GoonStorm. Kurt joins the game three years after its release, at the request of his lifelong friend Jimmy, and in response to getting kicked out of college. The pair falls in with The Getaway Gal, The Life's most famous driver, and joins her campaign to stop Illusion's most powerful guild from taking over the server entirely. Kurt sets off on a series of elaborate and harrowing heists and guerilla warfare actions towards this goal, making powerful allies and enemies along the way.

**A King's Bargain** - J. D. L. Rosell 2020-05-11

Name of the Wind meets Witcher! The legend of Tal Harrenfel is sung across the Westreach--and with each telling, the tales grow taller. But

he's never claimed to be more than a man... When Tal receives a mysterious visitor, he becomes embroiled in the plots of monarchs and an ancient war with a fabled sorcerer... Can Tal live up to his legend?

The Villain's Sidekick - Stephen T. Brophy 2013

**Peccadillo at the Palace** - Kari Bovée 2019-05-07

It's 1887, and Annie and Buffalo Bill's Wild West Show are invited to Queen Victoria's Jubilee celebration in London, England. But their long journey across the Atlantic takes a turn for the worst when the queen's royal servant ends up dead and Annie's husband, Frank Butler, falls suspiciously ill. Annie soon discovers that the two events are connected--and may possibly be precursors to an assassination attempt on the queen. In London, it becomes clear there is rampant unrest in the queen's kingdom--the Irish Fenian Brotherhood, as well as embittered English subjects, are teeming in the streets. But amid the chaos, even while she prepares for the show, Annie is determined to find the truth. With the help of a friend and reporter, Emma Wilson, the renowned poet Oscar Wilde, and the famous socialite Lillie Langtry, Annie sets out to hunt down the queen's enemies--and find out why they want to kill England's most beloved monarch.

The Dungeoneers - Jeffery Russell 2016-10-04

Salt-crusted veterans whisper of an island of swirling black fog that manifests in the night. Ships that sail into it are never seen again. One of those ships carried a mysterious relic that can not be allowed to remain lost. The Dungeoneers take to the high seas to do what has never been done before--sail into the fog and return to tell the tale. Pirates, sea monsters, smugglers, merfolk and slithery tentacle things with pointy bits stand between the dwarves and the most dangerous challenge they've ever faced.

**Stranger of Tempest** - Tom Lloyd 2016-06-16

Lynx is a mercenary with a sense of honour; a dying breed in the Riven Kingdom. Failed by the nation he served and weary of the skirmishes that plague the continent's principalities, he walks the land in search of purpose. He wants for little so bodyguard work keeps his belly full and

his mage-gun loaded. It might never bring a man fame or wealth, but he's not forced to rely on others or kill without cause. Little could compel Lynx to join a mercenary company, but he won't turn his back on a kidnapped girl. At least the job seems simple enough; the mercenaries less stupid and vicious than most he's met over the years. So long as there are no surprises or hidden agendas along the way, it should work out fine.

*PrimeVerse* - R K Billiau 2019-11-15

Welcome new resident of PrimeVerse! By now your old meat body has been utilized to its fullest! Thank you for your contribution! You have stepped foot on a new journey for humankind, the journey to a life that will never end! You have started as a blank slate, the sky is the limit, be all you can be! You are now in PrimeVerse! We built PrimeVerse on the backs of many of the most popular VR games, with one goal: to make the most realistic, fantastic world for you and your fellow residents to live and thrive in. You can live, laugh, and love. You can feel pain, hatred, and anguish. This world allows you the full range of human experiences while also granting abilities unheard of. Will you unlock the secrets of magic? Will you study the blade or bow? Will you attempt to recreate the technology of the world you left behind? Anything is possible!\*\*\*No matter how many times you die, it still sucks. For Hudson, the virtual world of PrimeVerse isn't all bad. It's beautiful; much nicer than overpopulated Earth. It almost feels like a vacation except for the volatile wildlife, lack of any amenities, and - oh yeah - the inability to log out. Exploring the world, learning his class, and leveling skills is all fun and games until a powerful rogue player with a vendetta shows up to wipe out Hudson and his primitive tribe. Thrust into a conflict he didn't create, Hudson is forced into a cycle of respawning where he learns that even death can be used as a tool. So much for that vacation. It's not like he signed up for this. Or even went willingly. But when life hands you lemons... use them to kill the dog-size spiders that are trying to eat your face. PrimeVerse: Forced Login is book one of a brand new LitRPG series that explores an uninhabited, newly created virtual world with game mechanics and a whimsical MC who, despite being uploaded against his

will, sets out to make the best of it.

[A Dark Path](#) - Stuart Thaman 2019-06-17

From International Best-Selling Author Stuart Thaman: The Seven Portals to Wonder changed the world. The most advanced AI ever created powered the worlds, bringing infinite possibilities and endless adventure to everyone across the globe. War on Earth practically ceased as most of the planet's population became addicted to the game. Ben Hales was no different. He spent a few years saving enough money to buy lifetime passes for himself and his daughter, Ingrid. Now he has the cash, and Ingrid just turned 16, the minimum age required to play. Not everything-or everyone-in Wonder is quite as it seems. Evil lurks both inside and outside the game, and that evil finds Ben all too soon. Ravaged by loss and consumed by hatred, Ben awakens an ancient necromancer and a host of long-forgotten classes. Now he's building his citadel of darkness and raising an army of the dead with a singular goal: revenge. If it means the death of everyone inside Wonder... so be it. Check out Stuart Thaman's other epic fantasy and LitRPG novels! You can find them all at [stuartthamanbooks.com](http://stuartthamanbooks.com) today

*Trackers* - Nicholas Sansbury Smith 2017-01-07

From USA Today bestselling author Nicholas Sansbury Smith comes another harrowing story of survival in a post-apocalyptic world. The end of the world is just the beginning of the hunt... Estes Park Police Chief Marcus Colton and tracker Sam 'Raven' Spears have never liked one another, but when a young girl goes missing in Rocky Mountain National Park, Colton hires Spears to help find her. Their search ends after a night of devastating horror. When word reaches Estes that the nation has been hit by a coordinated electromagnetic pulse attack, Colton and Spears are forced to work together again. But they quickly realize they aren't just tracking a killer--they are tracking a madman. As the United States descends into chaos, the hunters become the hunted. Halfway across the country, Senator Charlize Montgomery awakes to find the nation's capital has gone dark. Forced to set off on foot, she treks across a city that has woken to a new world, and as the night progresses, she learns the EMP attack was just the beginning...

**Hack** - LitRPG Reads 2018-04-30

ONE MORE LEVEL Ever dream of being trapped in a virtual reality RPG? Craving one more quest? Read on, adventurer! Sarah, Eric and Josh secretly log onto the new Tower of Gates VRMMORPG and stumble on a world unlike any they have seen before. Swords, sorcery, and intrigue abound. While not planning on staying in the unreleased game long, life happens. They soon learn the stakes are even higher than they imagined. To survive, they will need all their strength, courage, and wisdom, not to mention help from friendly NPCs, magic items, and everything else as they delve deeper into the game. Hack is the first book of the Tower of Gates LitRPG Saga. Previously published as the first half of Goblin.

Extensive rewritten and professionally edited. Enjoy...

**Princess of Blood** - Tom Lloyd 2017-07-27

There's a new Card in the Mercenary Deck - one Lynx isn't sure if he's happy to see or not. The assassin Toil now wears the Princess of Blood on her jacket and even Lynx would admit she's a woman cloaked in chaos and bloodshed. Their new mission is to escort a dignitary to the pious and ancient city of Jarrazir - beneath which lies a fabled labyrinth.

Having barely survived their last underground adventure the mercenaries aren't keen for another, but Toil has other plans. Under threat of siege and horrors rising from the labyrinth, even the Mercenary Deck may have to accept that Jarrazir's prohibition laws aren't their biggest problem.

**Intelligence Block** - Kit Falbo 2019-05-19

In the far future. Performers battle it out as Wizards, Magicians, and Warlocks. Using advanced technology to perform amazing feats in order to gain fame and fortune. For Talos June, he is living the life he has wanted the most. Competing, entertaining, working with the dangerous technologies that produce magic. When trouble finds him, he has to decide what he wants to do next and how to solve the new puzzle it creates. A GameLit inspired Space Opera.

[Knight in Retrograde](#) - Lee Hunt 2020-09-08

Would you trade uncertainty for stagnation, chance for god, invention for inertia, thought for dogma? Four years have passed since the events of

Dynamicist and war is on the horizon. Robert, Korla, Eloise and Gregory went to the New School, hoping to change the world. They thought that mathematically based dynamics, the enlightened age's answer to wizardry, would give them the power to make everything better. Their hopes were naive. Protestors are condemning the creation of a new vaccine. The city is seeing a series of hangings; is it murder or sacrament? The cloaked man is back stalking students. The long-absent demons Skoll and Hati reappear and begin slaughtering whoever they meet. But the real question is, will Nimrheal return? If he does, who will die first? Uncertainty is inspiring fear, and inventions are not making the world better, only more complicated. The terrified civilians don't want dynamics and reason. They want the word of Elysium and the return of the Methueyn Knights. Korla fears the world faces an awful conundrum: that if the Knights return, Nimrheal will stay. Will Robert, Korla, Eloise and Gregory choose to transform into angelic knights or, at the cost of such heavenly communion, instead banish Nimrheal? What price will be paid? If a new Methueyn Knight rises, will the age of invention disappear forever?

[Big Damn Sin City](#) - Frank Miller 2014-07-08

The biggest, baddest Sin City ever is here, just in time for the release of the feature film, Sin City 2: A Dame to Kill For! This imposing volume, suitable for home defense, contains all seven of Frank Miller's landmark Sin City yarns! In these tales of Marv, Dwight, Gail, Miho, Hartigan, Nancy, and the Yellow Bastard, no corner of Basin City is left unturned, and no bloody deed is left undone. Written with unmatched intensity and drawn in the starkest black and white imaginable, the Sin City books make up the greatest crime saga in comics history, and Big Damn Sin City is the best way to discover or rediscover it!

**Spellmonger** - Terry Lee Mancour 2016-01-06

Minalan gave up a promising career as a professional warmage to live the quiet life of a village spellmonger in the remote mountain valley of Boval. It was a peaceful, beautiful little fief, far from the dangerous feudal petty squabbles of the Five Duchies, on the world of Callidore. There were cows. Lots of cows. And cheese. For six months things went



well: he found a quaint little shop, befriended the local lord, the village folk loved him, he found a sharp young apprentice to help out, and best yet, he met a comely young widow with the prettiest eyes . . . Then one night Minalan is forced to pick up his mageblade again to defend his adopted home from the vanguard of an army of goblins - gurvani, they call themselves - bent on a genocidal crusade against all mankind. And that was the good news. The bad news was that their shamans were armed with more magical power than has been seen since the days of the ancient Imperial Magocracy - and their leader, a mysterious, vengeful force of hate and dark magic, is headed directly to Boval Vale, along with a massive invading army of gurvani. The good people of Boval and their spellmonger have only one choice: to hole up in the over-sized Boval Castle and hope they can endure a siege against hundreds of thousands of goblins. When the people look to him for hope, Minalan does his best, but the odds are depressing: there are multitudes of goblins, and they want Boval Vale as a staging ground for a vengeful invasion of the whole Five Duchies. Add to his troubles a jealous rival mage, a motley band of mercenaries, a delusional liege lord who insists victory is at hand despite the hordes at his door, a dour castellan, a moody, pregnant girlfriend and a catty ex-girlfriend who specializes in sex magic - all trapped in a stinking, besieged castle with no hope of rescue, and you'll understand why Minalan is willing to take his chances with the goblins. All that stands between the gurvani horde and the people of the Five Duchies is one tired, overwhelmed baker's son who wanted nothing more than to be a simple village spellmonger!

**Folly at the Fair** - - Kari Bovee 2020-05-28

She never misses a target. But unless she can solve this murder, she'll become one?Chicago World's Fair, 1893. "Little Sure Shot" Annie Oakley is exhausted from her work with Buffalo Bill's Wild West Show. But when a fellow performer scuffles with a man who threatens her harm, she has to keep her eyes peeled. And when the heckler is found dead under the Ferris Wheel, Annie won't rest until she proves her defender is innocent. Before she can rustle up any clues, an old friend asks Annie to protect her young daughter. And as more bodies turn up around the

grounds, she's going to need all her sharpshooting skills just to stay alive. Can Annie live up to her reputation and put a bullseye on the killer?

**The Pyramid Game** - David Petrie 2019-08-03

Overpowered villains. Higher stakes. A pyramid of lies. A year has passed since the events that nearly brought the game, Carpe Notcem, crashing down. Now, just as things are beginning to get back to normal, a new threat emerges. When an unkillable player attempts to take over the virtual world, Max and Kira are called in to take him down. To win, the party will have to form their own house, infiltrate a tropical palace, pull off an elaborate heist, and maybe do a little dancing. With enemies old and new lurking around every corner, it will take every bit of teamwork and creativity the party has to get away clean. Because in this game of PVP, their lives may depend on it.

**Pyramid Game** - David Petrie 2020-07-16

Overpowered villains. Higher stakes. A pyramid of lies. A year has passed since the events that nearly brought the game, Carpe Noctem, crashing down. Now, just as things are beginning to get back to normal, a new threat emerges. When an unkillable player attempts to take over the virtual world, Max and Kira are called in to take him down. To win, the party will have to form their own house, infiltrate a tropical palace, pull off an elaborate heist, and maybe do a little dancing. With enemies old and new lurking around every corner, it will take every bit of teamwork and creativity the party has to get away clean. Because in this game of PVP, their lives may depend on it.

*The Combat Codes* - Alexander Darwin 2023-06-13

The first book in a debut, action-packed and character-driven science fiction trilogy set in a world where the fate of empires is determined by battle-hardened warriors who are trained to compete in brutal single combat. In a world long ago ravaged by war, the nations have sworn an armistice never to use weapons of mass destruction again. Instead, highly-skilled warriors known as Grievor Knights represent their nations' interests in brutal hand-to-hand combat. Murray Pearson was once a famed Knight until he suffered a loss that crippled his homeland — but now he's on the hunt to discover the next champion. In underground and

ruthless combat rings, an orphaned boy called Cego is making a name for himself. Murray believes Cego has what it takes to thrive in the world's most prestigious combat academy - but first, Cego must prove himself in the vicious arenas of the underworld. And survival isn't guaranteed. "A brutal and relentless science fantasy martial arts extravaganza, set in a world where the fate of nations rests on the perfect counterpunch or rear naked choke. The Combat Codes is that rare book that fully satisfies me as an action fan." -- Fonda Lee, author of Jade City

The Empire of the Dead - Phil Tucker 2016-12-31

It has been two decades since the daughter of the death goddess enacted her cruel betrayal. Two decades since the other nine gods were slain, their semi-divine progeny murdered, and the disparate peoples of the Riverland forced to bend knee to their new empress and her armies of the dead. But when bandits kidnap a youth at the edges of the empire, two aged and broken heroes emerge from obscurity to attempt an unlikely rescue. Neither man relishes confronting the forces of their dread empress, but when they learn that their quarry is being held for sacrifice in the imperial city of Rekkidu, they reluctantly begin gathering a crew of uniquely talented criminals to attempt an impossible rescue. A rescue whose failure could have shattering consequences. For they are Jarek and Acharsis, the last of the demigods, long thought dead and whose return could shake the very foundations of the empire.

**Viridian Gate Online** - James Hunter 2019-08-13

He's a part-time Imperial hero, full-time thief. Lucky for him, she's not that kind of Inquisitor. Illusionist and novice spy Alan Campbell just got out of one relationship only to have another woman walk into his life: the Lady Camilla Favonius of the Imperial Inquisition. He's close to broke and left without orders. She wears plate armor in the field and around her heart. Is the lady just what the Plague Doctor ordered, or will his efforts to get a job and woo her only leave him jaded...or dead? From the city of Harrowick to the perilous depths of the Grass Sea, Alan will have to fight a corrupt syndicate, earn his place in the Thieves' Union, and face down monsters and the risen dead if he wants a happy ending. All the while, in the real world, Robert Osmark is as close to losing his

company as he's ever been, and both Sandra and Jeff will have to pick sides once the battle lines are drawn. Brazen thievery, Death caught off-balance, the Dawn Elves' dirty secret, and unexpected love in Inquisitor's Foil, the third book of the Illusionist series. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

*Artemis* - Andy Weir 2017-11-14

The bestselling author of The Martian returns with an irresistible new near-future thriller—a heist story set on the moon. Jasmine Bashara never signed up to be a hero. She just wanted to get rich. Not crazy, eccentric-billionaire rich, like many of the visitors to her hometown of Artemis, humanity's first and only lunar colony. Just rich enough to move out of her coffin-sized apartment and eat something better than flavored algae. Rich enough to pay off a debt she's owed for a long time. So when a chance at a huge score finally comes her way, Jazz can't say no. Sure, it requires her to graduate from small-time smuggler to full-on criminal mastermind. And it calls for a particular combination of cunning, technical skills, and large explosions—not to mention sheer brazen swagger. But Jazz has never run into a challenge her intellect can't handle, and she figures she's got the 'swagger' part down. The trouble is, engineering the perfect crime is just the start of Jazz's problems.

Because her little heist is about to land her in the middle of a conspiracy for control of Artemis itself. Trapped between competing forces, pursued by a killer and the law alike, even Jazz has to admit she's in way over her head. She'll have to hatch a truly spectacular scheme to have a chance at staying alive and saving her city. Jazz is no hero, but she is a very good criminal. That'll have to do. Propelled by its heroine's wisecracking voice, set in a city that's at once stunningly imagined and intimately familiar, and brimming over with clever problem-solving and heist-y fun, Artemis is another irresistible brew of science, suspense, and humor from #1 bestselling author Andy Weir.

*The Red Flag* - Julia Maiola 2018-09-14

Captain Stephen Boswell sails under the red flag, a symbol of no mercy. It's the only reason he has lived this long. The only reason the navy has not found him yet. But they are closing in. And if they catch him, they will execute him for piracy. Ten-year-old Alice Bradford doesn't know why she is alive. When Captain Boswell found her hiding on his ship, she expected him to kill her, and it seemed his own crew had expected likewise. But now she is his prisoner and she fears that she will be forever. Somehow, though, it seems that the captain might be more afraid of the navy than she is of him. Something from his past has him ill at ease, Alice realizes. Even if the navy cannot bring him to his knees, his own paranoia will.

**Dungeoneers** - Jeffery Russell 2020-05-07

A djinn lamp being moved is an event that causes armies to maneuver and gods to stay up late. But when one is stolen? That's an act of war. Unfortunately, no one knows just who stole it. In the nearby city of Khomen-Te there's a new type of dungeon. A pyramid that sells tickets and has an advertising campaign. Agent Mungo of Gnome Intelligence believes there's a connection between it and the stolen lamp. Fortunately, he knows just the team to handle a dungeon and a missing artifact.

[Mother of Learning: ARC 1](#) - nobody103 2021-12-01

Zorian Kazinski has all the time in the world to get stronger, and he plans on taking full advantage of it. A teenage mage of humble birth and slightly above-average skill, Zorian is attending his third year of education at Cyoria's magical academy. A driven and quiet young man, he is consumed by a desire to ensure his own future and free himself of the influence of his family, resenting the Kazinskis for favoring his brothers over him. Consequently, Zorian has no time for pointless distractions, much less other people's problems. As it happens, though, time is something he is about to get plenty of. On the eve of Cyoria's annual summer festival, Zorian is murdered, then abruptly brought back to the beginning of the month, just before he was about to take the train to school. Finding himself trapped in a time loop with no clear end or exit, he will have to look both within and without to unravel the mystery

set before him. He does have to unravel it, too, because the loop clearly wasn't made for his sake, and in a world of magic even a time traveler isn't safe from those who wish him ill. Fortunately for Zorian, repetition is the mother of learning...

**The Midnight Sea** - Kat Ross 2016-05-10

**Ill Will** - Dan Chaon 2018-01-09

NATIONAL BESTSELLER • Two sensational unsolved crimes—one in the past, another in the present—are linked by one man's memory and self-deception in this chilling novel of literary suspense from National Book Award finalist Dan Chaon. Includes an exclusive conversation between Dan Chaon and Lynda Barry NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Wall Street Journal • NPR • The New York Times • Los Angeles Times • The Washington Post • Kirkus Reviews • Publishers Weekly "We are always telling a story to ourselves, about ourselves." This is one of the little mantras Dustin Tillman likes to share with his patients, and it's meant to be reassuring. But what if that story is a lie? A psychologist in suburban Cleveland, Dustin is drifting through his forties when he hears the news: His adopted brother, Rusty, is being released from prison. Thirty years ago, Rusty received a life sentence for the massacre of Dustin's parents, aunt, and uncle. The trial came to epitomize the 1980s hysteria over Satanic cults; despite the lack of physical evidence, the jury believed the outlandish accusations Dustin and his cousin made against Rusty. Now, after DNA analysis has overturned the conviction, Dustin braces for a reckoning. Meanwhile, one of Dustin's patients has been plying him with stories of the drowning deaths of a string of drunk college boys. At first Dustin dismisses his patient's suggestions that a serial killer is at work as paranoid thinking, but as the two embark on an amateur investigation, Dustin starts to believe that there's more to the deaths than coincidence. Soon he becomes obsessed, crossing all professional boundaries—and putting his own family in harm's way. From one of today's most renowned practitioners of literary suspense, Ill Will is an intimate thriller about the failures of memory and the perils of self-deception. In Dan Chaon's



nimble, chilling prose, the past looms over the present, turning each into a haunted place. "In his haunting, strikingly original new novel, [Dan] Chaon takes formidable risks, dismantling his timeline like a film editor."—The New York Times Book Review "The scariest novel of the year . . . ingenious . . . Chaon's novel walks along a garrote stretched taut between Edgar Allan Poe and Alfred Hitchcock."—The Washington Post

**Viridian Gate Online: Side Quests: A LitRPG Anthology** - J. D. Astra  
2018-10-16

The End is Coming. An extinction-level asteroid is cannonballing toward Earth. In humanity's final hours, a lucky few earn a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Making that leap of faith might mean survival, but it comes with a steep price tag: "Travelers" will forever be stranded as digital avatars inside a fantastical world filled with vicious monsters, all-powerful AIs, and cutthroat players. Let the games begin ... Six amazing authors. Six incredible new tales. All set in the best-selling Viridian Gate Online Universe. Side Quests is an anthology for fans, by the fans! Included in Side Quests: "A Gentleman's Work" by James A. Hunter When an Imperial Inquisitor captures a Thieves Guild Operative, Cutter must undertake a deadly rescue mission while using every grift in the book to stay one step ahead of a Headsman's Blade. And the prize for this extraordinary quest? Nothing short of the keys to the Rowanheath Thieves Guild. Deception, subterfuge, and heavy drinking—all in a day's work for a Gentleman ... "The Funeral Parlor" by Raymond Johnson A young spiderling is stranded in an alien land, surrounded by hostile creatures. Forced to fight for her life in a bid to find her way home, she must transform into the predator she is destined to become or die alone and forgotten, trapped in a dark world known as the Shadowverse. "The Raiding of Rowanheath" by J.D. Astra The Crimson Alliance has breached the walls

of Rowanheath, inciting Aleixo Carrera's rage. Now Abby and her rag-tag invasion crew must reach the keep's Command Center before the defending troops mobilize and shut down the takeover, else they'll lose the battle and the war for Eldgard's freedom. "The Ballad of Jaro Edgewalker" by N.H. Paxton Jaro is an assassin, and he's good at it. But when he finds a foe that is insurmountable by normal means and uncovers a plot to destroy everything he loves, Jaro has to balance his morality with his love for his friends and make an incredibly difficult decision. "Buried Alive" by Nicholas Reid Carlos Vega thinks he's escaping certain death by entering the virtual world of V.G.O., but instead he's swallowed alive by the deadly Barren Sands. He'll have to overcome the riddles and horrors of a long-forgotten temple in order to escape, but can he do it before the evil sealed there centuries ago finds him? "A Final Kindness" by D.J. Bodden Alan Campbell was a talker, not a fighter, until someone murdered his girl. He'd almost given up on finding the killers; now he's got a fresh lead, a trio of mercenaries who outclass him in every way but his wits. He'll cheat, bluff, and steal to get his revenge, and as one of V.G.O.'s immortal travelers, he's willing to die trying. Want to keep up with the Viridian Gate Online Universe? Visit Shadow Alley Press and subscribe to our mailing list!

*The Neon Boneyard* - Craig Schaefer 2018-04-10

**The Card Job** - Kit Falbo 2019-10-25

A Gambler always keeps their cards close to their chest. In the immersive game Changing Worlds, there is a galaxy of possibilities, gunfights, arena battles, intergalactic warfare, adult pleasures, and pure escapism. Hermanos Granger plays for the paper. The Change-Set a mini-game using cards akin to those introduced to him in his youth. A quest in the cards brings him back to a relationship he thought was buried, and now he has a job to do - the Card Job. A LitRPG novella set in a pulpy space opera game world.