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Monster Hunter Nemesis **Monster Hunter Nemesis signed edition** **Monster Hunter Legion** *Monster Hunter International, Second Edition* **Monster Hunter Guardian** **Monster Hunter Vendetta** *Monster Hunter Siege* **Monster Hunter Alpha** **Monster Hunter Memoirs: Sinners** **The Monster Hunter Files** *Monster Hunter Bloodlines* The Monster Hunters *Monster Hunter Alpha* Monster Hunter Memoirs: Saints **Born of Fire** *Son of the Black Sword* **Dream Chaser** Target Rich Environment, Volume 2 *Monster Hunter Alpha Signed Leatherbound Edition* **Born of Vengeance Until Death We Do Part Hard** **Magic** Intensity Blood Meridian *Monster Hunter Vendetta Signed Leatherbound Edition* **Scarlett Hart: Monster Hunter Dead Six** **Island 731** **Supreme Magus** **Exo-Hunter** Warbound *Servants of War* Gone *Born of Night* **House of Assassins** **Project Maigo (a Kaiju Thriller)** **Project Nemesis (a Kaiju Thriller)** **Destroyer of Worlds** Monster Hunter Memoirs: Fever **The Diabolic**

Three titles in this series together for the first time in one huge volume. *Monster Hunter International*: With the clock ticking towards Armageddon, *Monster Hunter Owen Pitt* must face down legions of undead minions^{3/4}and the

cursed family of the woman he loves. *Monster Hunter Vendetta*: Accountant turned monster hunter Owen made himself the enemy of the most powerful beings in the universe. Now an evil death cult is after Owen for revenge. *Monster Hunter Alpha*: Earl Harbinger, leader of *Monster Hunter International*, is also a werewolf. Now Earl's greatest foe, an ex-KGB werewolf, has surfaced. But Harbinger is an alpha wolf for a reason, and he's not about to roll over and play dead. At the publisher's request, this title is sold without DRM (Digital Rights Management). **BOSTON IS IN RUINS** Jon Hudson, head of the Department of Homeland Security's Fusion Center - Paranormal division, is haunted by Boston's destruction at the hands of Nemesis, a three-hundred-foot tall monster with the heart of a murdered little girl, Maigo. In the time since Boston fell and Nemesis retreated to the ocean's depths, Hudson has helped prepare the United States against future attacks. But no one is prepared for what rises from the depths. **THE WORLD BURNS** Five Kaiju attack cities and consume the world's citizens in an unstoppable rampage around the globe. But it soon becomes apparent that these attacks aren't all random events. Hudson is targeted, putting the FC-P headquarters, known as the

Crow's Nest, and his team, in the very large crosshairs. General Lance Gordon, a man who carries Nemesis's vengeful heart in his chest, directs the Kaiju, and when Hudson finds protection from an unlikely source, the General turns his attention to his next target. **THE NATION'S CAPITOL IS NEXT** While Gordon and his Kaiju storm toward Washington D.C., Hudson, along with his team and some new and unusual allies, race to stand in their path, hoping to spare the nation-and the world-from destruction. But salvation at the end of all things will come only through the gravest of sacrifices. --- With *Project Nemesis*, Jeremy Robinson introduced the world of popular fiction to Kaiju, a word that has become popularized by the movie *Pacific Rim*, and is associated with classic movie monsters such as *Godzilla* and *Gamera*. In the year since the release of *Project Nemesis*, the book has become the bestselling original Kaiju novel of all time, and it is being featured in the video game *Colossal Kaiju Combat: Fall of Nemesis*. In *Project Maigo*, Robinson amps up the scale, the characters and the city-stomping action, treating readers to a truly monstrous experience typically reserved for the big screen. **A NEW NOVEL IN THE MONSTER HUNTER MEMOIRS SERIES. TWO AUTHORS,**

WHO COMBINED HAVE OVER FOUR MILLION BOOKS IN PRINT AND 10 NEW YORK TIMESBESTSELLERS, TEAM UP TO EXPAND LARRY CORREIA'S MONSTER HUNTER UNIVERSE! NIGHTMARE IN THE BIG EASY With New Orleans out of control, Chad Oliver Gardenier, one of Monster Hunter International's premier hunters, has been dispatched from Seattle to reinforce the beleaguered members of MHI'S Hoodoo Squad in their fight against the darkness. Chad had once taken a werewolf while wearing only jogging gear. With half a dozen or more loup garou appearing every full moon, mysterious shadow demons, hoodoun necromancers, fifty-foot bipedal crocodiles showing up every couple of months and more vampires than a Goth concert, New Orleans in the '80s gives a whole new perspective to the term "Hell on Earth." In fact, more monsters are popping up than crawfish at a fais do do! Chad may be able to collect enormous bounties for the monsters he kills. But there's one catch: he has to stay alive to do it! At the publisher's request, this title is sold without Digital Rights Management (DRM). About Black Tide Rising series entry Under a Graveyard Sky by John Ringo: ". . . the thinking reader's zombie novel . . . Ringo fleshes out his theme with convincing details . . . the proceedings become oddly plausible."—Publishers Weekly "If you think the zombie apocalypse will never happen, if you've never been afraid of zombies, you may change your mind after reading Under a Graveyard Sky

. . . Events build slowly in the book at the outset, but you can't stop reading because it's like watching a train wreck in slow motion: inexorable and horrible. And the zombie apocalypse in these pages is so fascinating that you can't stop flipping pages to see what happens next."—Bookhound About John Ringo: "[Ringo's work is] peopled with three-dimensional characters and spiced with personal drama as well as tactical finesse."—Library Journal ". . . Explosive . . . fans . . . will appreciate Ringo's lively narrative and flavorful characters."—Publishers Weekly ". . . practically impossible not to read in one sitting . . . exceedingly impressive . . . executed with skill, verve, and wit."—Booklist "Crackerjack storytelling."—Starlog About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The

plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoob "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on Monster Hunter Vendetta The Monster Hunter Memoirs series by Larry Correia and John Ringo: Monster Hunter Memoirs: Grunge Monster Hunter Memoirs: Sinners The Monster Hunter series by Larry Correia: Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis IF IT'S WAR YOU WANT . . . The best of military epic fantasy as the bestselling Saga of the Forgotten Warrior series continues. The Great Extermination has begun. In the Capitol, Grand Inquisitor Omand Vokkan hatches a plot to kill every member of the untouchable caste in all of Lok, down to the last man, woman, and child. As a member of the Order of Inquisition, Vokkan has no official say in the creation of Law, but he has powerful allies willing to do his bidding. Through them, he has convinced the Judges that the genocide will be swift, complete, and without complication. Nothing is farther from the truth. Lord Protector Devedas has sworn to uphold the Law. Once, he and the traitor Ashok Vadal

had been like brothers. Now, he hunts Vadal and the Sons of the Black Sword, heretics and rebels who seek to live outside the rule of the Law. All Devedas must do is find and kill his best friend and order will be restored to Lok. The rebels seek the secret kingdom spoken of by the Prophet Thera, a paradise where water is pure and food plentiful, where there are no castes, where the people rule themselves, and are not slaves to the Capitol. Ashok Vadal is not sure he believes in such a Paradise, but he—along with his allies—does seek refuge in the rebellion’s hideout in Akershan. But Vadal, a former High Protector who has turned his back on the corrupt Law, will not merely wait meekly, hoping that fleeing to Akershan will spare the rebellion from the clutches of the Great Extermination. No, if it’s a war the Capitol wants, Vadal, who has faced down gods and demons, will be all too willing to give it to them. About House of Assassins: “Correia piles on the intrigue, action, and cliffhangers in the invigorating second Saga of the Forgotten Warrior epic fantasy. . . . Correia also weaves in elements that question the value of belief and the cost of giving authority to those who find more profit in preying on the weak. . . . Brisk fight scenes, lively characters, and plenty of black humor continue to make this series a real pleasure.”—Publishers Weekly About prequel Son of the Black Sword: “This book has everything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all

people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow.”—Jim Butcher, creator of the New York Times best-selling Dresden Files “Best-selling fantasy author Correia casts a compelling spell with this India-influenced series opener. . . . Correia skillfully sets in motion this story of plots within plots, revealing complex, sympathetic characters and black-hearted villains with equal detail and insight. Full of action, intrigue, and wry humor, this exciting series launch promises many more thrills to come.”—Publishers Weekly (starred review) “Fans who like Correia’s fast-moving style will be pleased with the plethora of action scenes, and epic fantasy readers interested in delving into a new universe should be equally satisfied. A solid choice for admirers of Brent Weeks and Brandon Sanderson’s Mistborn series.”—Library Journal “Correia is, above all, a storyteller, and he weaves a unique and entertaining tale. Without question, his action sequences pop on the page, his magic system has a nice wrinkle, and he has the foundations laid out for some excellent character growth as the series continues . . . [A] definite hit.”—Bookreporter “The lore here is fascinating and well told. I enjoyed learning the history of the world and the legend of Ramrowan. The politics are just complicated enough to feel real without being too difficult to follow. Where the book truly shines, however, is in the characters. All are well drawn and distinctively voiced.”—SFCrowsnest “I loved the

book, it was great, fast paced, with wonderful characters, and also a lot of wonderful scenes that screamed to be painted.”—Larry Elmore, legendary, award-winning artist, and cover artist for Son of the Black Sword. “Son of the Black Sword: Saga of the Forgotten Warrior tells of what happens after the war with the gods, when demons were cast out and fell to the world to nearly destroy these unstoppable beasts until the gods sent a hero to save them. Centuries have passed since this event and the people have regulated these events to legend. One Ashok has been chosen to be a protector with a powerful weapon in hand, uncovering those who still practice old ways and are potential dangers to the order—but when he discovers all his efforts have been based on a lie, everything’s about to change. A powerful epic fantasy evolves into a solid, compelling read.”—Midwest Book Review About the Urban Fantasy of Larry Correia: “[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read.”—Bookreporter.com “A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin’ for? Go and buy some . . . for yourself and for stocking stuffers.”—Massad Ayoob “This lighthearted, testosterone-soaked sequel to 2009’s Monster Hunter International will delight fans of action horror with elaborate

weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts.”—Publishers Weekly on *Monster Hunter Vendetta* The No-Holds-Barred Final Entry in the *Monster Hunter Memoirs Series* from New York Times best-selling authors Larry Correia and John Ringo. “This is New Orleans.” That mantra had rung in Chad Gadenier’s ears since his first day working in the Big Easy. Everything was different in New Orleans. The food. The climate. The monsters. Even the shadowy and reprehensible MCB was different. But that’s just the beginning. The real reason New Orleans is so different is a larval Great Old One growing day by day in power and just about ready to pop. If Chad can’t convince “the powers that be” to get involved not only New Orleans but the entire world is going to fall under the power of the nastiest of nasties. Now on the outs with the US Government and in exile from his usual job of saving the world, Chad must rally the forces of light against the coming darkness. The problem is one guy with a sword and a sub-gun isn’t going to solve this one. Fortunately, Chad’s made a few friends over the years. And the Fey hate Old Ones as much as God’s people, and they’re not about to give up this world without a fight. If the Saints don’t come marching in on this one . . . there won’t be a Final Battle. There will be a final massacre. Now, where’d he put that number for the ditzy fey princess . . . ? At the publisher’s request, this title is sold without DRM (Digital Rights Management). About Black Tide Rising

series entry *Under a Graveyard Sky* by John Ringo: “. . . the thinking reader’s zombie novel . . . Ringo fleshes out his theme with convincing details . . . the proceedings become oddly plausible.”—Publishers Weekly “If you think the zombie apocalypse will never happen, if you’ve never been afraid of zombies, you may change your mind after reading *Under a Graveyard Sky* . . . Events build slowly in the book at the outset, but you can’t stop reading because it’s like watching a train wreck in slow motion: inexorable and horrible. And the zombie apocalypse in these pages is so fascinating that you can’t stop flipping pages to see what happens next.”—Bookhound About John Ringo: “[Ringo’s work is] peopled with three-dimensional characters and spiced with personal drama as well as tactical finesse.”—Library Journal “. . . Explosive . . . fans . . . will appreciate Ringo’s lively narrative and flavorful characters.”—Publishers Weekly “. . . practically impossible not to read in one sitting . . . exceedingly impressive . . . executed with skill, verve, and wit.”—Booklist “Crackerjack storytelling.”—Starlog About Larry Correia and the *Monster Hunter International* series: “[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow.”—Jim Butcher “[A] no-holds-barred all-out page turner that is part science fiction, part

horror, and an absolute blast to read.”—Bookreporter.com “If you love monsters and action, you’ll love this book. If you love guns, you’ll love this book. If you love fantasy, and especially horror fantasy, you’ll love this book.”—Knotclan.com “A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin’ for? Go and buy some . . . for yourself and for stocking stuffers.”—Massad Ayoob “This lighthearted, testosterone-soaked sequel to 2009’s *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts.”—Publishers Weekly on *Monster Hunter Vendetta* The *Monster Hunter Memoirs* series by Larry Correia and John Ringo: *Monster Hunter Memoirs: Grunge* *Monster Hunter Memoirs: Sinners* *Monster Hunter Memoirs: Saints* The *Monster Hunter* series by Larry Correia: *Monster Hunter International* *Monster Hunter Vendetta* *Monster Hunter Alpha* *Monster Hunter Legion* *Monster Hunter Nemesis* *Monster Hunter Siege #5* in multiple New York Times bestseller Larry Correia’s *Monster Hunter* series. Agent Franks of the U.S. Monster Control Bureau is a man of many parts¾parts from other people, that is. Franks is nearly seven feet tall and all muscle. He’s nearly indestructible. Plus he’s animated by a

powerful alchemical substance and inhabited by a super-intelligent spirit more ancient than humanity itself. Good thing he's on our side. More or less. Sworn to serve and protect the United States of America from all monsters by one of the country's founding fathers, Franks has only one condition to the agreement: no matter what the government learns of him, no matter what is discovered concerning his odd physiology or the alchemy behind the elixir that made him, the government is never, ever allowed to try and make more like him. Such is absolutely forbidden and should the powers-that-be do so, then the agreement is null and void. Project Nemesis: in a secret location, using sophisticated technology and advanced genetic engineering, the director of the very agency Franks works for is making more like him. And the director is not content with making one. Nope, he's making thirteen. Now all bets are off, and Hell hath no fury like a monster betrayed. Particularly if that monster happens to be an undying killing machine capable of taking out vampires and werewolves with one hand tied behind his back. At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 800 About Larry Correia's Monster Hunter series [A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read. [Bookreporter.com](#) _If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love

fantasy, and especially horror fantasy, you'll love this book. [Knotclan.com](#) _A gun person who likes science fiction^{3/4}or, heck, anyone who likes science fiction^{3/4}will enjoy [these books]ãThe plotting is excellent, and Correia makes you care about the charactersãI read both books without putting them down except for workãso whaddaya waitin' for? Go and buy someãfor yourself and for stocking stuffers. [Massad Ayoob About Larry Correia's Monster Hunter Vendetta](#): _This lighthearted, testosterone-soaked sequel to 2009's *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts. [Publishers Weekly](#) The *Monster Hunter Series* *Monster Hunter International* *Monster Hunter Vendetta* *Monster Hunter Alpha* *Monster Hunter Legion* *Monster Hunter Nemesis* *The Monster Hunters* (Omnibus contains *Monster Hunter International*, *Monster Hunter Vendetta*, and *Monster Hunter Alpha*) The first in New York Times bestselling author Michael Grant's breathtaking dystopian sci-fi saga, *Gone* is a page-turning thriller that invokes the classic *The Lord of the Flies* along with the horror of Stephen King. In the blink of an eye, everyone disappears. *Gone*. Except for the young. There are teens, but not one single adult. Just as suddenly, there are no phones, no internet, no television. No way to get help. And no way to figure out what's happened. *Hunger* threatens. *Bullies* rule. A sinister creature

lurks. Animals are mutating. And the teens themselves are changing, developing new talents—unimaginable, dangerous, deadly powers—that grow stronger by the day. It's a terrifying new world. Sides are being chosen, a fight is shaping up. Townies against rich kids. Bullies against the weak. Powerful against powerless. And time is running out: on your birthday, you disappear just like everyone else. . . . “A potent mix of action and thoughtfulness—centered around good and evil, courage and cowardice—renders this a tour de force that will leave readers dazed, disturbed, and utterly breathless.” —ALA Booklist (starred review) Read the entire series: *Gone* *Hunger* *Lies* *Plague* *Fear* *Light* *Monster* *Villain* *Hero* *Accountant* turned professional monster hunter, Owen Zastava Pitt, managed to stop the nefarious Old One's invasion plans last year, but as a result made an enemy out of one of the most powerful beings in the universe. Now an evil death cult known as the Church of the Temporary Mortal Condition wants to capture Owen in order to gain the favor of the great Old Ones. The Condition is led by a fanatical necromancer known as the Shadow Man. The government wants to capture the Shadow Man and has assigned the enigmatic Agent Franks to be Owen's full time bodyguard, which is a polite way of saying that Owen is monster bait. With supernatural assassins targeting his family, a spy in their midst, and horrific beasties lurking around every corner, Owen and the staff of *Monster Hunter International*

don't need to go hunting, because this time the monsters are hunting them. Fortunately, this bait is armed and very dangerous... At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 700 NEW ENTRY IN THE BESTSELLING MONSTER HUNTER INTERNATIONAL SERIES BY DRAGON AWARD-WINNING AUTHORS LARRY CORREIA AND SARAH A. HOYT When Owen Pitt and the rest of the Monster Hunter International crew are called away to mount a month's-long rescue mission in a monster-infested nightmare dimension, Julie Shackelford—Owen's wife and descendant of MHI founder Bubba Shackelford—is left behind. Her task: hold down the fort and take care of her new baby son Ray. Julie's devoted to the little guy, but the slow pace of office work and maternity leave are starting to get to her. But when a routine field call brings her face-to-face with an unspeakable evil calling itself Brother Death, she'll get more excitement than she ever hoped for. Julie is the Guardian of a powerful ancient artifact known as the Kamaresh Yar, and Brother Death wants it. In the wrong hands, it could destroy reality as we know it. Julie would die before giving it up. Then Ray goes missing, taken by Brother Death. The price for his safe return: the Kamaresh Yar. If Julie doesn't hand over the artifact it means death—or worse—for baby Ray. With no other choice left to her, Julie agrees to Brother Death's demands. But when you're dealing with

an ancient evil, the devil is in the details. To reclaim her son, Julie Shackelford will have to fight her way through necromantic death cults, child-stealing monsters, and worse. And she'll have to do it all before Brother Death can unleash the Kamaresh Yar. It's one woman against an army of monsters. But Julie Shackelford is no ordinary woman—she's one tough mother! The Monster Hunter series: Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis Monster Hunter Siege Monster Hunter Guardian The Monster Hunter Memoirs series by Larry Correia and John Ringo: Monster Hunter Memoirs: Grunge Monster Hunter Memoirs: Sinners Monster Hunter Memoirs: Saints At the publisher's request, this title is sold without DRM (Digital Rights Management). About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow." —Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read." —Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book." —Knotclan.com "A gun

person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers." —Massad Ayoob "This lighthearted, testosterone-soaked sequel to 2009's *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts." —Publishers Weekly on *Monster Hunter Vendetta* About Sarah A. Hoyt: "[Three Musketeers creator] Alexandre Dumas would give [Sarah A. Hoyt] a thumbs up." —Steve Forbes "[F]anciful and charming." —Library Journal "First-rate space opera with a moral lesson. You won't be disappointed." —Glenn Reynolds, Instapundit.com "[A] tour de force: logical, built from assumptions with no contradictions . . . gripping." —Jerry Pournelle "Exceptional, wonderful, and enormously entertaining." —Booklist For well over a century, *Monster Hunter International* has kept the world safe from supernatural threats small and large—and in some cases very, very large. Now, join us as MHI opens their archives for the first time. From experienced Hunters on their toughest cases, to total newbies' initial encounters with the supernatural, *The Monster Hunter Files* reveals the secret history of the world's most elite monster fighting force.

Discover what happened when Agent Franks took on the Nazis in World War Two. Uncover how the Vatican's Combat Exorcists deal with Old Ones in Mexico. And find out exactly what takes place in a turf war between trailer park elves and gnomes. From the most powerful of mystical beings to MHI's humble janitor, see the world of professional monster hunting like never before. Featuring seventeen all new tales based on Larry Correia's bestselling series, from New York Timesbest-selling authors Jim Butcher, John Ringo, Jessica Day George, Jonathan Maberry, Faith Hunter, and many more. Contributors: Larry Correia Jim Butcher Mike Kupari Jessica Day George John C. Wright Maurice Broaddus Brad R. Torgersen Faith Hunter Jody Lynn Nye Quincy J. Allen Alex Shvartsman Kim May Steve Diamond John Ringo Bryan Thomas Schmidt & Julie C. Frost Sarah A. Hoyt Jonathan Maberry About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun

person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoob "This lighthearted, testosterone-soaked sequel to 2009's *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on *Monster Hunter Vendetta* About *Mission: Tomorrow*, edited by Bryan Thomas Schmidt: "This themed anthology . . . will appeal to a wide range of readers, who will appreciate the diversity of stories . . . a solid introduction to a classic genre."—Kirkus "Editor Schmidt adds grandmasters to a mix of newer established names and balances the tragic with the humorous."—Publishers Weekly About *Shattered Shields*, edited by Jennifer Brozek and Bryan Thomas Schmidt: "In this well-built anthology, seventeen original stories cut to the heart of military fantasy, diving directly into the most exciting moments of dramatic bravery, grand battles, and life-changing heroism. . . . Readers who prefer to cut straight to the action, but want more depth than pure hack-and-slash, will find these offerings appealing."—Publishers Weekly "An inventive and thought-provoking set of tales that capture

the bravery and terrors of battle. Carries the banner of military fantasy proudly."—John Marco, author of *The Bronze Knight Series* About *The Raygun Chronicles*, edited by Bryan Thomas Schmidt: "Fans of sf should enjoy this stylistically varied homage to a genre as old as the fiction . . ."—Library Journal *The Monster Hunter Memoirs* series by Larry Correia and John Ringo: *Monster Hunter Memoirs: Grunge* *Monster Hunter Memoirs: Sinners* *The Monster Hunter* series by Larry Correia: *Monster Hunter International* *Monster Hunter Vendetta* *Monster Hunter Alpha* *Monster Hunter Legion* *Monster Hunter Nemesis* "The perfect kind of high-pressure adventure." —TeenVogue.com A New York Times bestseller! *Red Queen* meets *The Hunger Games* in this epic novel about what happens when a senator's daughter is summoned to the galactic court as a hostage, but she's really the galaxy's most dangerous weapon in disguise. A Diabolic is ruthless. A Diabolic is powerful. A Diabolic has a single task: Kill in order to protect the person you've been created for. Nemesis is a Diabolic, a humanoid teenager created to protect a galactic senator's daughter, Sidonia. The two have grown up side by side, but are in no way sisters. Nemesis is expected to give her life for Sidonia, and she would do so gladly. She would also take as many lives as necessary to keep Sidonia safe. When the power-mad Emperor learns Sidonia's father is participating in a rebellion, he summons Sidonia to the Galactic court. She is to serve as a hostage. Now, there

is only one way for Nemesis to protect Sidonia. She must become her. Nemesis travels to the court disguised as Sidonia—a killing machine masquerading in a world of corrupt politicians and two-faced senators' children. It's a nest of vipers with threats on every side, but Nemesis must keep her true abilities a secret or risk everything. As the Empire begins to fracture and rebellion looms closer, Nemesis learns there is something more to her than just deadly force. She finds a humanity truer than what she encounters from most humans. Amidst all the danger, action, and intrigue, her humanity just might be the thing that saves her life—and the empire.

NEW MILITARY FANTASY FROM THE CREATOR OF MONSTER HUNTER INTERNATIONAL LARRY CORREIA AND MASTER OF HORROR STEVE DIAMOND

The war between Almacia and the Empire of Kolakolvia is in its hundredth year. Casualties grow on both sides as the conflict leaves no corner of the world untouched. Illarion Glaskov's quiet life on the fringes of the empire is thrown into chaos when an impossible tragedy strikes his village. When he is conscripted into the Tsarist military, he is sent to serve in The Wall—an elite regiment that pilots suits of armor made from the husks of dead golems. But the great war is not the only—or even the worst—danger facing Illarion, as he is caught in a millennia-old conflict between two goddesses. He must survive the ravages of trench warfare, horrific monsters from another world, and the treacherous

internal politics of the country he serves. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Larry Correia: "Correia piles on the intrigue, action, and cliffhangers in the invigorating second Saga of the Forgotten Warrior epic fantasy. . . . Correia also weaves in elements that question the value of belief and the cost of giving authority to those who find more profit in preying on the weak. . . . Brisk fight scenes, lively characters, and plenty of black humor continue to make this series a real pleasure." —Publishers Weekly

About Steve Diamond: "Residue will scare you—that's its primary goal—but along the way it will touch you, shock you, make you laugh, make you cheer, and make you think. Horror has been waiting for Steve Diamond." —Dan Wells

Dirty Harry meets Twilight. #3 in the break-out series and a follow-up to Monster Hunter International and Monster Hunter Vendetta. Earl Harbinger may be the leader of Monster Hunter International, but he's also got a secret. Nearly a century ago, Earl was cursed to be a werewolf. When Earl receives word that one of his oldest foes, a legendarily vicious werewolf that worked for the KGB, has mysteriously appeared in the remote woods of Michigan, he decides to take care of some unfinished business. But another force is working to bring about the creation of a whole new species of werewolf. When darkness falls, the final hunt begins, and the only thing standing in their way is a handful of locals, a lot of firepower, and Earl Harbinger's stubborn

refusal to roll over and play dead. At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 730

Scarlett Hart, orphaned daughter of two legendary monster hunters, is determined to carry on in her parents' footsteps—even if the Royal Academy for the Pursuit and Eradication of Zoological Eccentricities says she's too young to fight perilous horrors. But with the help of her loyal butler and a lot of monster-mashing gadgets, Scarlett's on the case. 1/2.

Simone Dubois, a medical examiner with the unique power to read the minds of the wrongfully dead, is surprised to find herself helping Dream-Hunter Xypher, who has one month as a human to redeem himself or face eternal damnation. #3 in the break-out, best-selling Monster Hunter series. Earl Harbinger, head of Monster Hunter International, faces down an old nemesis -- a very nasty former KGB werewolf who is working to create a new, unstoppable breed. Dirty Harry meets Twilight. #3 in the break-out series and a follow-up to Monster Hunter International and Monster Hunter Vendetta. Earl Harbinger may be the leader of Monster Hunter International, but he's also got a secret. Nearly a century ago, Earl was cursed to be werewolf. When Earl receives word that one of his oldest foes, a legendarily vicious werewolf that worked for the KGB, has mysteriously appeared in the remote woods of Michigan, he decides to take care of some unfinished business. But another force is working to bring about the creation of a

whole new species of werewolf. When darkness falls, the final hunt begins, and the only thing standing in their way is a handful of locals, a lot of firepower, and Earl Harbinger's stubborn refusal to roll over and play dead. Here's a sample of Larry Correia's prose punch from series opener, *Monster Hunter International*: "I didn't wake up that morning and decide that I was going to kill my boss with my bare hands. It was much more complicated than that." About *Monster Hunter International* "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."- Bookreporter.com About the "Monster Hunter" series: "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book." - Knotclan.com New York Times and #1 Audible.com bestselling author, Jeremy Robinson, takes readers on a pulse-pounding journey to a dark and twisted future...and makes them laugh. MORE THAN A MILLION BOOKS SOLD! THE YEAR IS 1989 Callsign: Dark Horse and his Marine Rapid Reaction Force team have been sent to recover a strange artifact near Antarctica's Soviet-controlled Vostok Station. Confronted by a team of Ruskie Spetsnaz, a battle for control of the strange device, frozen in the ice, breaks out. But before anyone can claim victory, or the prize, an explosion of white light knocks the combatants unconscious and whisks them away to... 2989. One thousand years later. Dark Horse, along

with his teammate, Chuy, and one of the Soviets, Drago, finds himself in a future that is both impressive and horrifying. Humanity has left Earth behind and is rapidly expanding throughout the galaxy under the banner of The Union, a white supremacist government who racially 'purified' the human race hundreds of years in the past. Living on the fringe of this twisted Fourth Reich society, Dark Horse--the only black man in the Union--commandeers a vessel and scours the galaxy for his missing teammates under the guise of an Exo-Hunter, seeking out exo-planets to satiate the Union's need for colonization. His search takes him beyond the edge of the known universe and into an interplanetary war, guided by a vast intelligence that's been waiting for Dark Horse's arrival--for a thousand years. EXO-HUNTER is a light-hearted homage to 1980s science fiction movies that also looks at the dangers of white supremacy and the core values that makes it dangerous, and the butt of the joke. In the audiobook edition, he is joined by #1 Audible bestselling narrator, R.C. Bray, giving readers the most compelling--and most fun--thing to come out of 2020. It's a demon-eat-demon world for Nick Gautier. Just when he thinks he's finally gotten a handle on how not to take over the world and destroy it, Death returns with an all-star cast that is determined to end the Malachai reign and lineage forever. Worse? Death and War have found the one, true enemy Nick can't find, and even if he did, it's one he could never bring himself to banish or

kill. Now framed for murders he hasn't committed, and surrounded by new friends who might be turncoats, Nick is learning fast how his father went down in flames. The heat in New Orleans is rising fast, and Nick's threat level has gone into a whole new level of intensity. He's learning fast that when War and Death decide to battle, they don't take prisoners. They don't negotiate. And they're both immune to his biting sarcasm and Cajun charm. To win this, he will have to embrace a new set of powers, but one wrong step and he will belong to the side of Darkness, forever. Praise for *Chronicles of Nick*: "Illusion [is] another great story. The humour [is] spot on... great balance between action and storytelling." - Total Book Geek on *Illusion* "[Chock] full of action, suspense, emotion, Nick's perfectly timed humour and sarcasm, friends coming together to help one another, danger and peril at every turn, and of course Kenyon's brilliant world-building, character creations, and imagination that make you forget you are reading a work of fiction." -The Reading Café on *Instinct* "Nick never ceases to amaze me. ...My words don't do him justice. You won't understand until you read the book. So read the book, please? You won't regret it."—My Not So Salient Life on *Instinct* "The perfect amount of action, snark and intriguing character development."—Teen Library on *Instinct* Command Assassin Nykyrian Quiakides tries to protect Kiara Zamir, whose father's political alliances have made her a target, while he is

hunted by the League, a group of expert assassins who are the backbone of the government. #1 in the hard-hitting Grimnoir Chronicles by the New York Times best-selling creator of Monster Hunter International. Jake Sullivan is hardboiled private eye at war with evil magical powers in a dark and gritty urban fantasy that's a cross between the The Maltese Falcon and Twilight. Twilight meets The Maltese Falcon in the first entry of the hard-hitting Grimnoir Chronicles urban fantasy saga by the New York Times best-selling creator of Monster Hunter International. Magical creeps dispatched in heaps! Jake Sullivan is a war vet, a licensed private eye, and the possessor of a seriously hardboiled attitude. He also happens to have the magical ability to make anything in his vicinity light as a feather or as heavy as depleted uranium. While a range of enemies natural and supernatural wants him deep-sixed, Jake likes living, and his days in the trenches and his stint in the stir for manslaughter have only made him harder, leaner and meaner. The first entry in the new, hard-hitting Grimnoir Chronicles by the Larry Correia, breakout best-selling author of Monster Hunter International. About Larry Correia's Monster Hunter series "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read." -Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book." -Knotclan.com "A gun

person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books]...The plotting is excellent, and Correia makes you care about the characters...I read both books without putting them down except for work...so whaddaya waitin' for? Go and buy some...for yourself and for stocking stuffers." -Massad Ayoob About Larry Correia's Monster Hunter Vendetta: "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts." -Publishers Weekly When hunters from around the world gather in Las Vegas for a conference, a creature left over from a World War Two weapons experiment wakes up and goes on a rampage across the desert. A not-so-friendly wager between the rival companies turns into a race to see who can bag the mysterious creature first. Only there is far more to this particular case than meets the eye, and as Hunters fall prey to their worst nightmares, Owen Zastava Pitt and the staff of Monster Hunter International have to stop an ancient god from turning Sin City into a literal hell on earth. At the publisher's request, this title is sold without DRM (Digital Rights Management). In a universe where assassins make the law, everyone lives in fear—except for Syn. Born of an illicit scandal that once rocked a dynasty, he always knew how to survive on the bloodthirsty streets. But that was then, and

the future is now... Syn was raised as a tech-thief until his livelihood uncovered a truth that could end his life. He tried to destroy the evidence, and has been on the run ever since. Now trained as an assassin, he allows no one to threaten him. Ever. He is the darkness that swallows his enemies whole. Shahara Dagan is the best bounty hunter in the universe. When Syn comes back on the radar, she's the only one who can bring him to justice. There's only one problem: Syn is a close family friend who's helped out the Dagens countless times. But if she saves him, both of their lives will be on the line. Is Syn's protection worth the risk? The only hope Shahara has is to find the evidence he buried long ago. Now it's kill or be killed—and they, the predators, have just become the hunted... Born of Fire is the second book in bestselling author Sherrilyn Kenyon's League series. A SPECIAL SIGNED AND EMBOSSED LEATHERBOUND EDITION OF BOOK TWO IN THE NEW YORK TIMES BEST-SELLING MONSTER HUNTER INTERNATIONAL SERIES. Owen Zastava Pitt, accountant turned professional monster hunter, managed to stop the nefarious Old One's invasion plans last year, but as a result made an enemy out of one of the most powerful beings in the universe. Now an evil death cult known as the Church of the Temporary Mortal Condition wants to capture Owen in order to gain the favor of the great Old Ones. The Condition is led by a fanatical necromancer known as the Shadow Man. The government

wants to capture the Shadow Man and has assigned the enigmatic Agent Franks to be Owen's full time bodyguard, which is a polite way of saying that Owen is monster bait. With supernatural assassins targeting his family, a spy in their midst, and horrific beasts lurking around every corner, Owen and the staff of Monster Hunter International don't need to go hunting, because this time the monsters are hunting them. Fortunately, this bait is armed and very dangerous. About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayoob "This lighthearted, testosterone-soaked sequel to

2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on Monster Hunter Vendetta The Monster Hunter series by Larry Correia: Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis NEW ENTRY IN THE MONSTER HUNTER MEMOIRS SERIES: Chloe Mendoza and her team from Monster Hunter International must seek out and destroy an ancient evil threatening Los Angeles at the height of Disco Fever. Los Angeles: the 1970s. Disco is king and the nightclubs are full of young, beautiful people with Saturday night fever. From the Sunset Strip to Hollywood Boulevard, a new era is dawning. But below the glitz and glamor, a darkness lurks. Chloe Mendoza knows darkness. She is a nagualii, a half-demon created by the gods of Central and South America, a daughter of the Court of Feathers, a group of demigods who ruled Mesoamerica before the Spanish arrived. Now, she is a member of Monster Hunter International's latest team, based in the L.A. Basin. Business is good in the City of Angels, but soon Chloe gets a message from the Court of Feathers, warning her of a Dark Master who is building up its power in the region. Whatever it is, it brings death and carnage with it. Time to boogie. The Monster Hunter Memoirs: Monster Hunter Memoirs: Grunge Monster

Hunter Memoirs: Sinners Monster Hunter Memoirs: Saints Monster Hunter Memoirs: Fever The Monster Hunter series: Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis Monster Hunter Siege Monster Hunter Guardian Monster Hunter Bloodlines Previously published in anthologies, Until Death We Do Part is now available as a standalone e-novella from #1 New York Times bestselling author Sherrilyn Kenyon! The only thing worse than being Dracula's only daughter is betraying him by marrying his bitterest enemy-- a dark sorcerer warlord whose powers make a mockery of the legendary monster known for impalement and massacre. Forced to flee her father's wrath over her secret marriage, Esperetta is willing to sacrifice anything for Velkan Danesti, until she learns that he's tied their immortal souls together without her permission-- something she doesn't discover until after her father kills them and her husband sells both their souls to a Greek goddess for vengeance against him and makes them eternal Dark-Hunters sworn to protect mankind from the demons who prey on them. #1 IN A NEW EPIC FANTASY SERIES from Monster Hunter series creator and New York Times best-selling author, Larry Correia! After the War of the Gods, the demons were cast out and fell to the world. Mankind was nearly eradicated by the seemingly unstoppable beasts, until the gods sent the great hero, Ramrowan, to save them. He united the tribes,

gave them magic, and drove the demons into the sea. Ever since the land has belonged to man and the oceans have remained an uncrossable hell, leaving the continent of Lok isolated. It was prophesized that someday the demons would return, and only the descendants of Ramrowan would be able to defeat them. They became the first kings, and all men served those who were their only hope for survival. As centuries passed the descendants of the great hero grew in number and power. They became tyrannical and cruel, and their religion nothing but an excuse for greed. Gods and demons became myth and legend, and the people no longer believed. The castes created to serve the Sons of Ramrowan rose up and destroyed their rulers. All religion was banned and replaced by a code of unflinching law. The surviving royalty and their priests were made casteless, condemned to live as untouchables, and the Age of Law began. Ashok Vadal has been chosen by a powerful ancient weapon to be its bearer. He is a Protector, the elite militant order of roving law enforcers. No one is more merciless in rooting out those who secretly practice the old ways. Everything is black or white, good or evil, until he discovers his entire life is a fraud. Ashok isn't who he thinks he is, and when he finds himself on the wrong side of the law, the consequences lead to rebellion, war³/₄and destruction. At the publisher's request, this title is sold without DRM (Digital Rights Management). Jon Hudson, lead investigator for the Department of Homeland

Security's Fusion Center-P, thinks his job is a joke. While other Fusion Centers focus on thwarting terrorist activity, Hudson's division is tasked with handling paranormal threats to national security, of which there have been zero during his years at the DHS. When yet another Sasquatch sighting leads to a research facility disguised as an abandoned Nike missile site in the back woods of Maine, Hudson's job becomes deadly serious. Hudson and the local Sherriff, Ashley Collins, suddenly find themselves on the run from a ruthless ex-Special Forces security team, but the human threat is short-lived as something very much not-human destroys the facility and heads for civilization, leaving only a single clue behind--a name scrawled in blood: Nemesis. Working with his team at Fusion Center-P, Sherriff Collins and a surly helicopter pilot named Woodstock, Hudson pursues the creature known as Nemesis, attempts to uncover the corporate secrets behind its creation and accidental release and tries to comprehend why several clues lead to a murdered little girl named Maigo. But as the body-count explodes, along with the monster's size, it quickly becomes clear that nothing short of a full military response can slow Nemesis's progress. Coordinating with every branch of the U.S. military, Hudson simultaneously searches for clues about Nemesis's origins and motivations, and leads the counterattack that will hopefully stop the monster before it reaches Boston and its one million residents. Witness the birth of a

legend as Jeremy Robinson, bestselling author of SecondWorld and Ragnarok, combines the pacing of Matthew Reilly with the mystery of James Rollins and creates the first iconic American Kaiju* story since King Kong. Includes original creature designs by legendary Godzilla artist, Matt Frank. *Kaiju is Japanese for "strange beast." The genre includes classic monsters such as Godzilla, Gamera, Mothra, Rodan and King Ghidorah. A fate worse than death . . . Bastien Cabarro survived the brutal slaughter of his entire family only to have his wife pin their murders on him. Made Ravin by The League, he is now a target for their assassins-in-training to hunt and kill. The average life expectancy for such beings is six weeks. But defying the odds is what this Gyron Force officer does best, and Bastien won't rest until he lays his betrayers in their graves. Ten years later, he has one chance to balance the scales of justice, provided he relies on his former wingman—the very sister of the woman who testified against him. Major Ember Wyldestarrin joined the outlaw Tavali the day Kirovar fell into the hands of a tyrant, and she and her sister-team were left on an outpost to die under the barrage of enemy fire. The last thing she wants is to be involved in politics again. But the one thing she wants more than anything is revenge on the tyrant who murdered her parents and forced her and her sisters into exile. Carrying a secret she knows Bastien will annihilate her over, she must find some way to trust her former wingman before

he catches on and kills her. Even so, treachery doesn't come easy to a woman who took a loyalty oath to protect her homeworld and comrades-in-arms, especially when Bastien is much more to her than just a former wingman. Yet as she tries to do right for her family, she learns that Bastien doesn't just hold the key to the fate of Kirovar, he is vital to The Sentella-League war, and to The Tavali. If she doesn't ensure he survives this mission, three nations fall, and time for all of them is quickly running out. #5 in multiple New York Times bestseller Larry Correia's Monster Hunter series. Agent Franks of the U.S. Monster Control Bureau is a man of many parts—parts from other people, that is. Franks is nearly seven feet tall and all muscle. He's nearly indestructible. Plus he's animated by a powerful alchemical substance and inhabited by a super-intelligent spirit more ancient than humanity itself. Good thing he's on our side. Sworn to serve and protect the United States of America from all monsters by one of the country's founding fathers, Franks has only one condition to the agreement: no matter what the government learns of him, no matter what is discovered concerning his odd physiology or the alchemy behind the elixir that made him, the government is never, ever allowed to try and make more like him. Such is absolutely forbidden and should the powers-that-be do so, then the agreement is null and void. Project Nemesis: in a secret location, using sophisticated technology and advanced genetic engineering, the director of the very agency

Franks works for is making more like him. And the director is not content with making one. Nope, he's making thirteen. Now all bets are off, and Hell hath no fury like a monster betrayed. Particularly if that monster happens to be an undying killing machine capable of taking out vampires and werewolves with one swat. About Larry Correia's Monster Hunter series "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books]...The plotting is excellent, and Correia makes you care about the characters...I read both books without putting them down except for work...so whaddaya waitin' for? Go and buy some...for yourself and for stocking stuffers."—Massad Ayoob About Larry Correia's Monster Hunter Vendetta: "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly The Monster Hunter Series Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha Monster Hunter Legion Monster Hunter Nemesis The Monster Hunters (Omnibus contains Monster Hunter

International, Monster Hunter Vendetta, and Monster Hunter Alpha) Contains an all-new afterword by New York Times best-selling author Larry Correia! Welcome to Monster Hunter International. Five days after Owen Zastava Pitt pushed his insufferable boss out of a fourteenth story window, he woke up in the hospital with a scarred face, an unbelievable memory, and a job offer. It turns out that monsters are real. All the things from myth, legend, and B-movies are out there, waiting in the shadows. Officially secret, some of them are evil, and some are just hungry. On the other side are the people who kill monsters for a living. Monster Hunter International is the premier eradication company in the business. And now Owen is their newest recruit. It's actually a pretty sweet gig, except for one little problem. An ancient entity known as the Cursed One has returned to settle a centuries old vendetta. Should the Cursed One succeed, it means the end of the world, and MHI is the only thing standing in his way. With the clock ticking towards Armageddon, Owen finds himself trapped between legions of undead minions, belligerent federal agents, a cryptic ghost who has taken up residence inside his head, and the cursed family of the woman he loves. Business is good . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 710 Derek McCoy was a man who spent his entire life facing adversity and injustice. After being forced to settle with surviving rather than

living, he had finally found his place in the world, until everything was taken from him one last time. After losing his life to avenge his murdered brother, he reincarnates until he finds a world worth living in, a world filled with magic and monsters. Follow him along his journey, from grieving brother to alien soldier. From infant to Supreme Magus. -----

----- Tags: Transmigration, Male MC, Western Fantasy Schedule: 12 chapters/week (unless I'm ill or stuff happens) Chapter Length: 1200 - 1400 words Warning: The MC is not a hero nor an anti-hero. He is a broken, cynic and misanthropic person looking only for his own gain. If you are looking for a forgiving, nice, MC that goes around saving people in distress, this is not your cup of tea. Same if you want an unchanging MC with no character development. LARRY CORREIA'S BEST-SELLING EPIC FANTASY SERIES, SAGA OF THE FORGOTTEN WARRIOR, CONTINUES. Ashok Vadal was once a member of the highest caste in all of Lok. As a Protector, he devoted his life to upholding the Law, rooting out those who still practiced the old ways and delivering swift justice with his ancestor blade Angruvadad. None was more merciless than he in stamping out the lingering belief in gods and demons among the casteless. His brutality was legendary and celebrated. But soon Ashok learned that his life to that point had been a lie. He himself, senior member of the Protector Order, was casteless. He had been nothing more than an unwitting pawn in a political

game. His world turned upside down and finding himself on the wrong side of the Law, he began a campaign of rebellion, war, and destruction unlike any Lok had ever seen. Thera had been first daughter of Vane. A member of the Warrior Order, she had spent her life training for combat. Until a strange sight in the heavens appeared one day. Thera was struck by lightning and from that day forward she heard the Voice. A reluctant prophet with the power to see into the future, she fought alongside Ashok Vadal and his company of men known as the Sons of the Black Sword until a shapeshifting wizard with designs on her powers of precognition spirited her away. He holds her prisoner in the House of Assassins. Ashok Vadal and the Sons of the Black Sword march to rescue Thera. With his sword Angruvadad, Ashok was unstoppable. But Angruvadad is gone, shattered to pieces on the demon possessed husk of a warrior. Now, Ashok must fight without the aid of the magic blade for the first time. Thera's life depends on it. But there is much more at risk in the continent of Lok. Strange forces are working behind the scenes. Ashok Vadal and the Sons of the Black Sword are caught up in a game they do not fully understand, with powerful forces allied against them. Ashok no longer knows what to believe. He is beginning to think perhaps the gods really do exist. If so, he's warned them to stay out of his way. They would do well to listen. At the publisher's request, this title is sold without DRM (Digital Rights

Management). About House of Assassins: "Correia piles on the intrigue, action, and cliffhangers in the invigorating second Saga of the Forgotten Warrior epic fantasy. . . . Correia also weaves in elements that question the value of belief and the cost of giving authority to those who find more profit in preying on the weak. . . . Brisk fight scenes, lively characters, and plenty of black humor continue to make this series a real pleasure."—Publishers Weekly 25th ANNIVERSARY EDITION • An epic novel of the violence and depravity that attended America's westward expansion, Blood Meridian brilliantly subverts the conventions of the Western novel and the mythology of the Wild West—from the bestselling, Pulitzer Prize-winning author of The Road Based on historical events that took place on the Texas-Mexico border in the 1850s, it traces the fortunes of the Kid, a fourteen-year-old Tennessean who stumbles into the nightmarish world where Indians are being murdered and the market for their scalps is thriving. Look for Cormac McCarthy's new novel, The Passenger. IN A BUSINESS LIKE MONSTER HUNTING, IT'S ALL ABOUT SETTING PRIORITIES The chaos god Asag has been quiet since the destruction of the City of Monsters, but Monster Hunter International know that he is still out there, somewhere—plotting, waiting for his chance to unravel reality. When Owen and the MHI team discover that one of Isaac Newton's Ward Stones is being auctioned off by Reptoids who

live deep beneath Atlanta, they decide to steal the magical superweapon and use it to destroy Asag once and for all. But before the stone can be handed off, it is stolen by a mysterious thief with ties to MHI and the Vatican's Secret Guard. It's a race against time, the Secret Guard, a spectral bounty hunter, and a whole bunch of monsters to acquire the Ward Stone and use it against Asag. For as dangerous as the chaos god is, there is something much older—and infinitely more evil—awakening deep in the jungles of South America. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow." —Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read." —BookReporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book." —Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin' for?"

Go and buy some . . . for yourself and for stocking stuffers." —Massad Ayoob "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts." —Publishers Weekly on Monster Hunter Vendetta #6 in multiple New York Times bestseller Larry Correia's Monster Hunter series. GO BIG OR GO HOME When Monster Hunter International's top hunter, Owen Zastava Pitt, was given a tip about some hunters who had gone missing in action, he didn't realize their rescue mission would snowball into the single biggest operation in MHI's history. Their men are being held prisoner in a horrific nightmare dimension, and the only way to reach them is through the radioactive ruins of a monster-infested war zone. As if that wasn't bad enough, it's also the home base of the powerful creature behind the devastating attacks on the Last Dragon and Copper Lake. It turns out ancient gods of chaos really hate trespassers. But this god picked a fight with the wrong crew, and now MHI wants payback. Calling on their allies, a massive expedition is formed, and with the odds stacked against them, a legion of hunters goes to war. It's D-Day at the City of Monsters. About: Monster Hunter Siege: "Correia's latest slugfest between men and demons covers all the bases: heavy-duty weaponry, slick military banter, humor, tough evil dudes, and a strong-

jawed hero who's ready to save the world."—Publishers Weekly About Larry Correia's Monster Hunter series: "...once it grabs a hold of you it can be a tough fight to put [it] down." —iGeekOut "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books]...The plotting is excellent, and Correia makes you care about the characters...I read both books without putting them down except for work...so whaddaya waitin' for? Go and buy some...for yourself and for stocking stuffers."—Massad Ayoob "This lighthearted, testosterone-soaked sequel to 2009's Monster Hunter International will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly About Larry Correia: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher on Son of the Black Sword The Monster Hunter Series Monster Hunter International Monster Hunter Vendetta Monster Hunter Alpha

Monster Hunter Legion
Monster Hunter Nemesis
Monster Hunter Siege
Monster Hunter Memoirs: Grunge
The Monster Hunters (Omnibus contains Monster Hunter International, Monster Hunter Vendetta, and Monster Hunter Alpha)
Hard-hitting Stories from the Creator of Monster Hunter International. The second volume of short stories from nationally best-selling author Larry Correia. More stories from the creator of Monster Hunter International, The Grimnoir Chronicles, and the Saga of the Forgotten Warrior. The second volume collecting all of best-selling author Larry Correia's short stories, novelettes, and novellas. Correia's novels are known for their hard-hitting, no-holds-barred action sequences, in-depth worldbuilding, and vivid characterization. Now, Correia turns to the short form to deliver short stories that take no prisoner. At the publisher's request, this title is sold without DRM (Digital Rights Management). About Larry Correia and the Monster Hunter International series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher on *Son of the Black Sword* "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love

guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers."—Massad Ayob "This lighthearted, testosterone-soaked sequel to 2009's *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts."—Publishers Weekly on *Monster Hunter Vendetta* Michael Valentine, veteran and former member of an elite private military company, has been recruited by the government to conduct a secret counter-terror operation in the Persian Gulf nation of Zubara. The unit is called Dead Six. Their mission is to take the fight to the enemy and not get caught. Lorenzo, assassin and thief extraordinaire, is being blackmailed by the world's most vicious crime lord. His team has to infiltrate the Zubaran terrorist network and pull off an impossible heist or his family will die. When Dead Six compromises his objective, Lorenzo has a new job: Find and kill Valentine. As allegiances are betrayed and the nation descends into a bloody civil war, Lorenzo and Valentine must face off. Two men. Two missions. Only one will win. At the publisher's

request, this title is sold without DRM (Digital Rights Management). A SPECIAL SIGNED AND EMBOSSSED LEATHERBOUND EDITION OF BOOK THREE IN THE NEW YORK TIMES BEST-SELLING MONSTER HUNTER INTERNATIONAL SERIES. Earl Harbinger may be the leader of Monster Hunter International, but he's also got a secret. Nearly a century ago, Earl was cursed to be werewolf. When Earl receives word that one of his oldest foes, a legendarily vicious werewolf that worked for the KGB, has mysteriously appeared in the remote woods of Michigan, he decides to take care of some unfinished business. But another force is working to bring about the creation of a whole new species of werewolf. When darkness falls, the final hunt begins, and the only thing standing in their way is a handful of locals, a lot of firepower, and Earl Harbinger's stubborn refusal to roll over and play dead. About Larry Correia and the *Monster Hunter International* series: "[E]verything I like in fantasy: intense action scenes, evil in horrifying array, good struggling against the darkness, and most of all people—gorgeously flawed human beings faced with horrible moral choices that force them to question and change and grow."—Jim Butcher "[A] no-holds-barred all-out page turner that is part science fiction, part horror, and an absolute blast to read."—Bookreporter.com "If you love monsters and action, you'll love this book. If you love guns, you'll love this book. If you love fantasy, and especially horror fantasy, you'll love this book."—Knotclan.com "A gun

person who likes science fiction—or, heck, anyone who likes science fiction—will enjoy [these books] . . . The plotting is excellent, and Correia makes you care about the characters . . . I read both books without putting them down except for work . . . so whaddaya waitin' for? Go and buy some . . . for yourself and for stocking stuffers.”—Massad Ayoob “This lighthearted, testosterone-soaked sequel to 2009's *Monster Hunter International* will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters, and an endless stream of blood and body parts.”—Publishers Weekly on *Monster Hunter Vendetta* The *Monster Hunter* series by Larry Correia: *Monster Hunter International* *Monster Hunter Vendetta* *Monster Hunter Alpha* *Monster Hunter Legion* *Monster Hunter Nemesis* *Monster Hunter Memoirs: Grunge* (with John Ringo) *Monster Hunter Memoirs: Sinners* (with John Ringo) Gritty urban fantasy adventure set in an alternate noir 1930s, *Book Three* in the *Grimnoir* chronicles. Only a handful of people in the world know that mankind's magic comes from a living creature, and it is a refugee from another universe. The Power showed up here in the 1850s because it was running from something. Now it is 1933, and the Power's hiding place has been discovered by a killer. It is a predator that eats magic and leaves destroyed worlds in its wake. Earth is next. Former private eye, Jake Sullivan, knows the score. The problem is hardly anyone believes him. The world's most capable Active,

Faye Vierra, could back him up, but she is hiding from the forces that think she is too dangerous to let live. So Jake has put together a ragtag crew of airship pirates and Grimnoir knights, and set out on a suicide mission to stop the predator before it is too late. At the publisher's request, this title is sold without DRM (Digital Rights Management). On board a research vessel in the Pacific, expert tracker Mark Hawkins is trapped on a tropical island with the crew and uncovers evidence of the island's history as the site of a brutal World War II human experimentation program.

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