

Where To Download Starship Grifters Robert Kroese Pdf For Free

Starship Grifters The Big Sheep Mercury Falls Temptation Bangs Forever Of Berserkers, Swords and Vampires Out of the Soylent Planet Disenchanted Sense and Sensibility and Sea Monsters Aye, Robot (a Rex Nihilo Adventure) The Wrath of Cons (a Rex Nihilo Adventure) Pilot X Schrodinger's Gat Star Wars: Pirate's Price Titan Differently Morphous The Dream of the Iron Dragon Ada, or Ardor Scout's Law The Powers of the Earth The Alien Adventures of Finn Caspian #1: The Fuzzy Apocalypse Sad Robot Stories Space Team Villains Rule Causes of Separation Mercury Rests The Last Iota The King Mercury Rises Heroics for Beginners Scout's First Mission No Enemy But Time The Dawn of the Iron Dragon Believable Hope The Spymaster's Brother Operation Brushfire Will Destroy the Galaxy for Cash The Brand of the Warlock The Palace Job Will Save the Galaxy for Food The Finnish Way

Will Destroy the Galaxy for Cash is the follow up tale to Will Save the Galaxy for Food from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Differently Morphous). With the age of heroic star pilots and galactic villains completely killed by quantum teleportation, the ex-star pilot currently named Dashford Pierce is struggling to find his identity in a changing universe. Then, a face from his past returns and makes him an offer he can't refuse: take part in just one small, slightly illegal, heist, and not only will he have the means to start the new life he craves, but also save his

childhood hero from certain death. What could go wrong? If you need to ask--you don't know Dashford Pierce. Before long, Pierce is surrounded by peril, and forced to partner with the very same supervillains he'd spent his heroic career thwarting. But when he's confronted by the uncomfortable truth that star pilots might not have been the force for good, they had intended to be, he begins to wonder if the villains hadn't had the right idea all along... Anthony Bacon returns after thirteen years in France to live in his brother's house at Gray's Inn. Though seldom strong enough to leave his rooms, his gouty legs never hinder his agile mind. He's built the most valuable intelligence service in Europe. Now the Bacon brothers are ready to offer it to the patron with the deepest pockets. Then Francis finds a body lying near Anthony's coach. The clues point to Anthony's secretary. Worse, the murdered man had been spreading rumors that could destroy Anthony's reputation. Francis thinks his brother did it. Assistant Thomas Clarady thinks the secretary did it. As they investigate, they hear one story after another about what happened. Which is the truth? Can they sort through the lies before disaster strikes? Differently Morphous is the latest and greatest tale to emerge from the mind of writer Yahtzee Croshaw (Mogworld, Jam, Will Save the Galaxy for Food). A magical serial killer is on the loose, and gelatinous, otherworldly creatures are infesting the English countryside. Which is making life for the Ministry of Occultism difficult, because magic is supposed to be their best kept secret. After centuries in the shadows, the Ministry is forced to unmask, exposing the country's magical history--and magical citizens--to a brave new world of social media, government scrutiny, and public relations. On the trail of the killer are the Ministry's top agents: a junior operative with a photographic memory (and not much else), a couple of overgrown schoolboys with godlike powers, and a demonstrably insane magician. But as they struggle for results, their superiors at HQ must face the greatest threat the Ministry has ever known: the forces of political correctness . . . A not-quite

epic science fiction adventure about a down-on-his luck galactic pilot caught in a cross-galaxy struggle for survival! Space travel just isn't what it used to be. With the invention of Quantum Teleportation, space heroes aren't needed anymore. When one particularly unlucky ex-adventurer masquerades as famous pilot and hate figure Jacques McKeown, he's sucked into an ever-deepening corporate and political intrigue. Between space pirates, adorable deadly creatures, and a missing fortune in royalties, saving the universe was never this difficult! From the creator of Mogworld and Jam! Benjamin Richard "Yahtzee" Croshaw is a British-Australian comedic writer, video game journalist, author, and video game developer. He is perhaps best known for his acerbic video game review series, Zero Punctuation, for The Escapist. Published two weeks after his seventieth birthday, *Ada, or Ardor* is one of Nabokov's greatest masterpieces, the glorious culmination of his career as a novelist. It tells a love story troubled by incest. But more: it is also at once a fairy tale, epic, philosophical treatise on the nature of time, parody of the history of the novel, and erotic catalogue. *Ada, or Ardor* is no less than the supreme work of an imagination at white heat. This is the first American edition to include the extensive and ingeniously sardonic appendix by the author, written under the anagrammatic pseudonym Vivian Darkbloom. *Robot* is one of millions of androids on an Earth that recently saw the extinction of human life. While *Robot*'s mechanical brothers and sisters seem happy, *Robot* finds himself lost and missing the only friend he had, a human named Mike whose family accepted *Robot* as a piece of their personal puzzle. Without both the mistakes and the capacity for miracles that define human civilization, is civilization even worth having? Explore this question in the hilarious yet heartbreaking full-length debut of popular Chicago performer Mason Johnson. A Kurt Vonnegut for the 21st century, his answers are simultaneously droll, surprising and touching, and will make you rethink the limits of what a storyteller can

accomplish within science fiction. A hooded man, his face marred by a mysterious black brand, walks the Plain of Savlos. Some say he has the power to summon demons. Others say he is the only one who can vanquish them. His name is Konrad, and he has a secret....The Brand of the Warlock is the first book in the fast-paced sword & sorcery series THE COUNTERFEIT SORCERER. The series follows Konrad as he battles ogres, demons, wraiths and necromancers who threaten the land of Orszag. There are five books in the series, with a new book being released every six weeks. Book two, The Rise of the Demon Prince, will be released on October 26. Pick up The Brand of the Warlock today and start your adventure! Hi, how are you? Yes, I am talking to you, the reader of the this book's description. It's rude not to answer a person when they ask you a question. OK, I get it, 4th wall breaking is overdone. Get over it. This book, Villains Rule, is a fantasy action-comedy which you have to read. Not because it redefines the genre, far from it. But rather for what it contains. A villain's tale. How often do you get to read a story where the villain is the protagonist? No, not an anti-hero, or a brooding monster, nor a hero thinly disguised as a villain. And not evil. If you want evil, take that nonsense to therapy. No, I mean a villain's villain. The ones who use their power because they can, while morality is only a philosopher's complex. This is the story of Jackson Blackwell, the Shadow Master and the top villain adviser. Sadly, even the top villain occasionally gets double-crossed. Trapped in one of the fantasy realms, Jackson has to use his skill and wits to exploit the rules, points out the genre flaws, undermine godly authority, and win the day. Because, that is what villains should do, shouldn't they? Read this book, have a few laughs, and find out. An engaging and practical guided tour of the simple and nature-inspired ways that Finns stay happy and healthy--including the powerful concept of sisu, or everyday courage Forget hygge--it's time to blow out the candles and get out into the world! Journalist Katja Pantzar did just that, taking

the huge leap to move to the remote Nordic country of Finland. What she discovered there transformed her body, mind and spirit. In this engaging and practical guide, she shows readers how to embrace the "keep it simple and sensible" daily practices that make Finns one of the happiest populations in the world, year after year. Topics include: Movement as medicine: How walking, biking and swimming every day are good for what ails us--and best done outside the confines of a gym Natural mood boosters: Cold water swimming, steamy saunas, and other ways to alleviate stress, anxiety, insomnia, and depression Forest therapy: Why there's no substitute for getting out into nature on a regular basis Healthy eating: What the Nordic diet can teach us all about feeding body, mind and soul The gift of sisu: Why Finns embrace a special form of courage, grit and determination as a national virtue - and how anyone can dig deeper to survive and thrive through tough times. If you've ever wondered if there's a better, simpler way to find happiness and good health, look no further. The Finns have a word for that, and this empowering book shows us how to achieve it.

"After the Collapse of 2028, a vast section of LA, now known as the Disincorporated Zone, was disowned by the civil authorities and became a de facto third world country within the borders of the city. Navigating the boundaries between DZ and LA proper is a tricky task, and there's no one better suited than eccentric private investigator Erasmus Keane. So when movie mogul Selah Fiore decides she needs to get her hands on a rare coin lost somewhere in the city, she knows Keane is the man for the job. But while the erratic Keane and his more sensible partner Blake Fowler struggle to unravel the mystery of the elusive coins, Blake's girlfriend Gwen goes missing and Selah Fiore turns up murdered"-- An exciting tale about Han and Chewie and their adventures with the pirate Hondo. An inexperienced prince sets out to recover a stolen artifact from an evil wizard in this comic fantasy adventure by the author of The Unhandsome Prince. When a seemingly crazy, poorly dressed

soothsayer tells you not to let a magical talisman fall into the wrong hands, take him or her seriously. DO NOT laugh it off and leave said talisman simply lying around on a side table; you might as well just end the world yourself. —The Handbook of Practical Heroics, p. 134 The kingdom of Deserae is in the most direly perilous of dire perils. The realm's precious magical talisman—Ancient Artifact Model Seven—is in the grimy hands of the evil Lord Voltmeter (He Who Must Be Named) . . . Only one man can stop him (and, by the by, win the hand of Deserae's exceedingly well-proportioned princess). Unfortunately, he's never really done this sort of thing before. But Prince Kevin Timberline is determined to find a way into the Fortress of Doom (perhaps through the gift shop?), resist the advances of a leather-clad, whip-wielding temptress (well, maybe that's not so bad), and face an army of unspeakable nastiness (okay, that's bad), armed only with his reasonably pure heart, questionable courage—and most importantly, a copy of The Handbook of Practical Heroics Praise for Heroics for Beginners “A satire that lampoons just about every genre cliché in existence while at the same time giving us a real romantic adventure story starring a likable hero and heroine for whom we eagerly root. . . . Just the thing to put a smile on your face on a gloomy day. Or even a nice day.” —SF Reviews “There's a bucketful of good laughs in this one.” —Chronicle “There's something here for every fan of comic fantasy.” —RT Book Reviews “Heroics for Beginners is Fractured Fairy Tales for a new age . . . Those who have worn out their copy of The Princess Bride will want to give this book a try.” —Starlog He'll do anything for the truth. They'll do anything to bury it. Henry Stasik, an Internal Affairs agent for the globe-spanning Coalition, is no stranger to crooked agents or scandals. He's a truth junkie. An addict. But when international celebrity Anastasia Danicheva specifically demands his presence at a police station, everything changes. The Coalition, which has brought peace through uniting the world under a single banner, wants her

dead. But their case against her doesn't add up. Stasik can't help but need to know why. Hours after taking her under his department's protection, a cybernetically enhanced hitman nips at Stasik's heels. Witnesses disappear or turn up in pools of blood. And lurking above it all, guarded by a genocidal AI construct, is a secret that threatens to dismantle a perfect world--and Stasik himself. Don't miss this breakneck science fiction thriller from USA Today bestselling author Rhett C. Bruno and James Wolanyk, set in an alternative history rife with political intrigue, espionage, and a conspiracy you'll never believe. Operation Brushfire is perfect for fans of Douglas E. Richards, Michael Crichton, and Dean Koontz. Los Angeles of 2039 is a baffling and bifurcated place. After the Collapse of 2028, a vast section of LA, the Disincorporated Zone, was disowned by the civil authorities, and became essentially a third world country within the borders of the city. Navigating the boundaries between DZ and LA proper is a tricky task, and there's no one better suited than eccentric private investigator Erasmus Keane. When a valuable genetically altered sheep mysteriously goes missing from Esper Corporation's labs, Keane is the one they call. But while the erratic Keane and his more grounded partner, Blake Fowler, are on the trail of the lost sheep, they land an even bigger case. Beautiful television star Priya Mistry suspects that someone is trying to kill her - and she wants Keane to find out who. When Priya vanishes and then reappears with no memory of having hired them, Keane and Fowler realize something very strange is going on. As they unravel the threads of the mystery, it soon becomes clear that the two cases are connected - and both point to a sinister conspiracy involving the most powerful people in the city. Saving Priya and the sheep will take all of Keane's wits and Fowler's skills, but in the end, they may discover that some secrets are better left hidden. Kroese's *The Big Sheep* is perfect for fans of Philip Dick's *Do Androids Dream of Electric Sheep*, Terry Pratchett's *Guards! Guards!*, and Scalzi's *Old Man's War*. A premiere addiction

industry trailblazer and the "father of dual diagnosis" shares the life-changing approach to end any addiction, which has helped tens of thousands of people nationwide. From the publisher of *Pride and Prejudice* and *Zombies* comes a new tale of romance, heartbreak, and tentacled mayhem. *Sense and Sensibility and Sea Monsters* expands the original text of the beloved Jane Austen novel with all-new scenes of giant lobsters, rampaging octopi, two-headed sea serpents, and other biological monstrosities. As our story opens, the Dashwood sisters are evicted from their childhood home and sent to live on a mysterious island full of savage creatures and dark secrets. While sensible Elinor falls in love with Edward Ferrars, her romantic sister Marianne is courted by both the handsome Willoughby and the hideous man-monster Colonel Brandon. Can the Dashwood sisters triumph over meddling matriarchs and unscrupulous rogues to find true love? Or will they fall prey to the tentacles that are forever snapping at their heels? This masterful portrait of Regency England blends Jane Austen's biting social commentary with ultraviolent depictions of sea monsters biting. It's survival of the fittest—and only the swiftest swimmers will find true love!

Earth in 2064 is politically corrupt and in economic decline. The Long Depression has dragged on for 56 years, and the Bureau of Sustainable Research is hard at work making sure that no new technologies disrupt the planned economy. Ten years ago a band of malcontents, dreamers, and libertarian radicals bolted privately-developed anti-gravity drives onto rusty sea-going cargo ships, loaded them to the gills with 20th-century tunnel-boring machines and earthmoving equipment, and set sail - for the Moon. There, they built their retreat. A lunar underground border-town, fit to rival Ayn Rand's 'Galt's Gulch', with American capitalists, Mexican hydroponic farmers, and Vietnamese space-suit mechanics - this is the city of Aristillus. There's a problem, though: the economic decline of Earth under a command-and-control economy is causing trouble for the political powers-that-

be in Washington DC and elsewhere. To shore up their positions they need slap down the lunar expats and seize the gold they've been mining. The conflicts start small, but rapidly escalate. There are zero-gravity gun fights in rusted ocean going ships flying through space, containers full of bulldozers hurtling through the vacuum, nuclear explosions, armies of tele-operated combat UAVs, guerrilla fighting in urban environments, and an astoundingly visual climax. The Powers of the Earth is the first book in The Aristillus series - a pair of science fiction novels about anarchocapitalism, economics, open source software, corporate finance, social media, antigravity, lunar colonization, genetically modified dogs, strong AI...and really, really big guns. Joshua Kampa is torn between two worlds-the Early Pleistocene Africa of his dreams and the twentieth-century reality of his waking life. These worlds are transposed when a government experiment sends him over a million years back in time. Here, John builds a new life as part of a tribe of protohumans. But the reality of early Africa is much more challenging than his fantasies. With the landscape, the species, and John himself evolving, he reaches a temporal crossroads where he must decide whether the past or the future will be his present. After two thousand years of isolation, the lost colony world of Aashla has reestablished contact with the rest of galactic civilization. Princess Callan of Mordan, and her royal consort, Terran Scout David Rice, were the people who made that happen. Now, they lead the mission to ensure that Aashla's unique culture is not overwhelmed by the galaxy-spanning Terran Federation. But on a routine inspection tour of Federation scientific outposts, Callan and David are horrified to find an abandoned camp and a mass grave. When an unnatural storm knocks their airship out of the sky, they're forced to confront their worst nightmare. Someone has smuggled forbidden galactic technology onto Aashla--and whoever they are, their trail of murder and destruction has only just begun... Loch is seeking revenge. It would help if she wasn't in jail. The plan: to

steal a priceless elven manuscript that once belonged to her family, but now is in the hands of the most powerful man in the Republic. To do so Loch--former soldier, former prisoner, current fugitive--must assemble a crack team of magical misfits that includes a cynical illusionist, a shapeshifting unicorn, a repentant death priestess, a talking magical warhammer, and a lad with seemingly no skills to help her break into the floating fortress of Heaven's Spire and the vault that holds her family's treasure--all while eluding the unrelenting pursuit of Justicar Pyvic, whose only mission is to see the law upheld. What could possibly go wrong? The Palace Job is a funny, action-packed, high-fantasy heist caper in the tradition of Scott Lynch's Gentleman Bastards series, from debut author Patrick Weekes.

Temptation Bangs Forever is a collection of over 200 of the most horrific and unintentionally hilarious church signs from over three years of submissions the the Crummy Church Signs blog. From the inexplicably hostile ("SATAN WILL RULE YOU ALL") to the cringe-inducing ("THE SIZE OF THE TOOL DOESN'T MATTER IN THE MASTER'S HAND"), these signs will have you shaking your head, gasping in horror, and laughing until you weep.

New marriage. New commissions. New mission. Chris and Jade led a rescue mission to a new world, and Jade almost died. But Earth-like planets are rare and precious, so they came back. They're better armed and better provisioned. But all alone. Or are they? Chris and Jade discover a lost human colony suffering under despotic rule. They've already broken laws they never knew existed. When the despots reject their neutrality, Chris and Jade are drawn into the middle of a conflict that's been building for generations. The commoners want them to lead a revolution. The rulers want them dead. Chris and Jade just want to survive their first mission. Explorer Troop 301 tries to save an exploding planet from a fluffy bunny and a devious alien in the first book of this funny, highly illustrated chapter book series based on the award-winning kids' podcast! Eight-year-old Finn is the first kid born in

space and he spends his days looking for a new planet to call him with his three best friends and his robot, Foggy. He's used to wild, galaxy hopping adventures. But when Explorer Troop 301 gets stuck on a planet that's about to explode, Finn and his friends will have to face giant aliens, a leader with mind control powers, and one evil, fluffy bunny rabbit in order to save the planet . . . and themselves. Blast off into a brand-new adventure inspired by the popular award-winning kids' podcast! Like the podcast, the books are sort of like Scooby-Doo meets Buffy the Vampire Slayer in space. The story centers on Finn Caspian, an 8-year-old boy aboard The Famous Marlowe 280 Interplanetary Exploratory Space Station. He and his friends Abigail, Elias, and Vale are Explorers Troop 301, taking off from the Marlowe to explore uncharted planets, help the occasional alien, and solve a mystery that threatens to destroy the Marlowe. The books in this series are for kids ages 7 to 12 looking for a funny, illustrated story to tear through. They contain no violence, a little bit of suspense, and some aliens who are real chuckleheads... "Once again, Kroese gives me a story I can't put down with a hero I can't bring myself to despise. A brilliant sequel to one of my favorite space romps of all time." - Hugh Howey, New York Times bestselling author of Wool After interstellar con man Rex Nihilo hijacks a cargo freighter on a whim, he decides that he and his long-suffering robot sidekick Sasha have found their calling as space pirates. But when the ship's cargo turns out to be a cryogenically frozen religious fanatic who holds the secret to a vast galactic conspiracy, Rex and Sasha find themselves on the run from real pirates--as well as agents of the oppressive Malarchy, crazy space cultists and the Ursa Minor mafia. If Rex is going to get out of this jam alive, he might just have to save the galaxy... again. "My favorite read this year. A hilarious space adventure. Hard book to put down." --Hugh Howey, author of Wool A space-faring ne'er-do-well with more bravado than brains, Rex Nihilo plies the known universe in a tireless quest for his own

personal gain. But when he fleeces a wealthy weapons dealer in a high-stakes poker game, he ends up winning a worthless planet...and owing an outstanding debt more vast than space itself! The only way for Rex to escape a lifetime of torture on the prison world Gulagatraz is to score a big payday by pulling off his biggest scam. But getting mixed up in the struggle between the tyrannical Malarchian Empire and the plucky rebels of the Revolting Front--and trying to double-cross them both--may be his biggest mistake. Luckily for Rex, his frustrated but faithful robot sidekick has the cyber-smarts to deal with buxom bounty hunters, pudgy princesses, overbearing overlords, and interstellar evangelists...while still keeping Rex's martini glass filled. Best-selling author Fred Saberhagen created three popular series: his Berserker stories and novels telling of the endless war of humans and their alien allies against the Berserkers, gigantic robot battleships programmed by an unknown extinct race to destroy all life in the galaxy; his high fantasy Lost Swords series; and his Dracula series, the first novels to tell a story from the vampire's point of view. In a book that will be irresistible for the thousands of Saberhagen fans, all three series are represented here, as well as gems from his other series, including his first-published story and his last-written story, marking the endpoints of a remarkable writer's remarkable career that spanned more than four decades. As Joan Spicci Saberhagen writes in her foreword, "Even Fred's most ardent fans will have a fresh look at his talents. Whatever the setting, Fred's stories provide fast moving action and a thought provoking theme." At the publisher's request, this title is sold without DRM (Digital Rights Management). Interstellar con man Rex Nihilo has a price tag on his head. Railroaded into smuggling a shipment of contraband to a planet short on food, Rex finds himself on the run from an insidious corporation named Ubiqorp, which reaps obscene profits by keeping the planet dependent on shipments of synthetic rations. When Rex and his long-suffering robot companion Sasha are sentenced to work as

slave labor on a massive Ubiquorp plantation, they learn the terrible secret behind the corporation's products. To escape, Rex and Sasha team up with a mis-programmed combat drone and an intelligent mutant plant to lead a rebellion against their merciless corporate overlords. Out of the Soylent Planet is a novel-length prequel to Starship Grifters, the book NYT bestselling author Hugh Howey called "one of my favorite space romps of all time." This edition of Out of the Soylent Planet also contains the story The Chicolini Incident. Fresh off their successful quest to thwart not one, but two diabolical plots to destroy the world, jaded reporter Christine Temetri and rogue cherub Mercury find that mysterious powers outranking even the Heavenly bureaucracy seem intent on keeping the Apocalypse on track. While the world is plagued by natural disasters and nations prepare for war, crazed billionaire Horace Finch plots to use a secret device hidden beneath the African desert to discover the deepest secrets of the Universe-even if he has to destroy the Universe to do it. Meanwhile, unassuming FBI investigator Jacob Slater tries to find a rational explanation for the mysterious destruction of downtown Anaheim- a quest that ultimately brings him face to face with the unhinged Horace Finch. Together, Christine, Jacob and Mercury must stop Finch from activating the device and tearing reality to pieces.--From back cover. By the author of The Powers of the Earth, the PROMETHEUS AWARD WINNER "BEST NOVEL" 2018. The first US / UN invasion of the renegade lunar colony of Aristillus has failed - but the powers-that-be in Washington and elsewhere can't give up. Their political careers - and an escape from the economic decline of Earth under a command-and-control economy - depend on conquering the lunar expats. A second - and final - invasion is planned. The lunar settlers prepare to repel the onslaught, but what can a small population of 1 million do against the combined might of billions on Earth - especially now that the PKs have the secret of the antigravity drive, and sleeper cells embedded inside the very heart of Aristillus? Open source

software, markets, big guns, combat robots and uplifted dogs let the rebels punch far above their weight - but is it enough to even the odds? Find out what happens to the free city of Aristillus in the nail-biting conclusion to the Aristillus series. It is the year 2207. After a decades-long war with an alien race known as the Cho-ta'an, Earth has been rendered uninhabitable and the human race has been driven to the brink of extinction. Humanity survives in a handful of colonies scattered across the galaxy, connected by hyperspace gates. Things look dim for the human race when the crew of a scientific survey ship comes into possession of an incredibly destructive "planet-killer" bomb left behind by a long-extinct alien race. With this weapon, the human alliance could threaten to destroy the Cho-ta'an homeworld, changing the balance of the conflict. But as the ship travels through a hyperspace gate to deliver the bomb to the alliance command, a fluke warping of spacetime send them 1300 years into the past. Stuck in 885 A.D., its engines damaged, the vessel is powerless to deliver the bomb to the human alliance. While the rest of the ship's crew remains in stasis, a small landing craft, led by an engineer named Carolyn Reyes, is sent to Earth to fabricate a part needed to repair their ship's engines. But the craft is intercepted by the Cho-ta'an ship and shot down. It crash lands in a snowy, mountainous region and the crew is beset by a band of people wearing primitive clothing and wielding weapons made from iron and wood. Reyes's crew barely escapes, and their landing craft is torn apart. The newcomers find themselves embroiled in the local politics, and soon join a group of locals fleeing the tyrannical rule of a king named Harald Fairhair. But Reyes is not content merely to survive. Knowing that humanity's future depends on repairing their ship, she determines to complete their mission. Thus begins a decades-long effort to build a craft capable of returning to space--a ship that will come to be known as the Iron Dragon. Only Pilot X can save the universe, but will he have to destroy his own people to do it? Schrodinger's Gat

is a quantum physics noir thriller. Paul Bayes has begun to feel like all of his actions are dictated by forces beyond his control. But when his suicide attempt is foiled by a mysterious young woman named Tali, Paul begins to wonder if the future is really as bleak as it seems. Tali possesses a strange power: the ability to predict tragedies and prevent them from happening. The possibility of breaking free from the grip of fate gives Paul hope. But when Tali disappears, Paul begins to realize that altering the future isn't as easy as it seems: you can fight the future, but the future fights back. "Schrodinger's Gat has done for quantum mechanics what Eliyahu Goldratt's The Goal did for my understanding of Operations Management... [I]t takes the main character, and thus the reader, on a journey of discovery through a complex subject, in plain English. Well worth reading!" - Dr. Lucy Rogers, Director of Space Safety Research Limited and author of It's Only Rocket Science "Rob Kroese's Schrödinger's Gat is a science-mystery thrill ride. It's got everything we look for in a Kroese novel: humor damped by melancholy and an unforgettable plot in a book that we don't so much read as dive into and exchange banter with characters that are so familiar that it feels like we've known them for years. The story moves, the characters are witty, fun and real, and, rest assured, Kroese got the science right." -Ransom Stephens, Ph.D., physicist and author of The Sensory Deception "A wild mashup of physics, philosophy and catastrophe served up, Kroese style!" - Greg Smith, author of Legacy of the Dragon "Most of what I know of quantum physics I learned by getting high and watching NOVA so I may not be the target audience for this book, but I never felt overwhelmed by the science or bogged down in it. Kroese's writing is whip smart and funnier than hell. I loved it." -S.G. Redling, author of Damocles A new beginning, 1300 years in the past... In medieval Europe, three explorers from the distant future begin an ambitious project: build a craft capable of reaching the stars. While their leader oversees the construction of a secret underground base in

Iceland, the other two travel thousands of miles to negotiate with the rulers of Europe and recruit the most brilliant minds of the age. When the Iceland base comes under attack, the travelers try to return to defend their home, but they are trapped in Paris just as an army of 20,000 Vikings lays siege to the city. To survive, they must defend Paris from the hordes of Norsemen and fight their way back to Iceland to save their new home--and keep the dream of the Iron Dragon alive. THE DAWN OF THE IRON DRAGON is the second installment in the IRON DRAGON trilogy, which began with THE DREAM OF THE IRON DRAGON. The saga will conclude with THE VOYAGE OF THE IRON DRAGON in December 2018. THE IRON DRAGON trilogy is being produced as part of the phenomenally successful SAGA OF THE IRON DRAGON Kickstarter, which raised over \$10,000. Meticulously researched and packed with action, this series is a must for sci-fi and alternate history fans. "Terrific storytelling, letter-perfect alternate-history, and the highest stakes for humanity imaginable combine to make this a thrilling start to an exciting new Viking saga. Kroese avoids both romanticizing and demonizing the Vikings, showing them to us in all their humanity, while spinning a tale that pulls no punches and leaves us gasping for more." - Lars Hedbor on THE DREAM OF THE IRON DRAGON Years of covering the antics of End Times cults for The Banner, a religious news magazine, have left Christine Temetri not only jaded but seriously questioning her career choice. That is, until she meets Mercury, an anti-establishment angel who's frittering his time away whipping up batches of Rice Krispy Treats and perfecting his ping-pong backhand instead of doing his job: helping to orchestrate Armageddon. With the end near and angels and demons debating the finer political points of the Apocalypse, Christine and Mercury accidentally foil an attempt to assassinate one Karl Grissom, a thirty-seven-year-old film school dropout about to make his big break as the Antichrist. Now, to save the world, she must negotiate the byzantine bureaucracies of Heaven

and Hell and convince the apathetic Mercury to take a stand, all the while putting up with the obnoxious mouth-breathing Antichrist. Robert Kroese's *Disenchanted* comes fully loaded with the wit and charm of *The Princess Bride* and a sense of humor all its own. This clever take on the traditional fantasy includes footnotes that keep the narrator honest, a cast of characters that resembles something out of the *Island of Misfit Toys*, and a fantastic setting filled with words and names that test pronunciation skills. Being assassinated doesn't have many upsides, so when King Boric is felled by a traitor, the king comforts himself with the knowledge that, like all great warriors, he will spend eternity carousing in the Hall of Avandoor. There's just one problem: to claim his heavenly reward, Boric must release the enchanted sword of Brakslaagt. Now, to avoid being cursed to walk the land of Dis forever as an undead wraith, he must hunt down the mysterious Lord Brand who gave him the sword twenty years ago. So begins Boric's extraordinary journey across the Six Kingdoms of Dis, a walking corpse who wants nothing more than to be disenchanting and left in peace. Along the way he's advised by the Witch of Twyllic, mocked by the threfelings of New Threfelton, burned, shot at, and nearly blown to bits. But nothing can prepare him for coming face-to-face with Lord Brand. For in that moment, Boric discovers that nothing--in life, in death, or in between--is exactly what it seems.

Episode List

This book was initially released in episodes as a Kindle Serial. All episodes are now available for immediate download as a complete book. Learn more about Kindle Serials

By the year 2032, the U.S. federal debt has surpassed \$50 trillion. The American empire is on the verge of collapse. An entrepreneur named Kade Kapur has an idea for rescuing the debt-ridden United States: the government will issue stock in a company with exclusive mining rights to an asteroid whose orbit will soon bring it near Earth. The asteroid, which contains \$10 trillion in valuable minerals, is officially called 2015 RK 16 Maimonides, but it soon comes to be

known by another name: Mammon. Fortunes are made and America seems to have avoided an economic collapse. But when the plan to capture the asteroid goes awry, the sky will fall....

Mercury Rests: The epic conclusion to the Mercury trilogy! After foiling an attempt to destroy the universe, Mercury has gone missing. And with the devil already putting the final fiendish touches on his next scheme to bring about the apocalypse, all that stands between Lucifer and his dreams of a hellfire holocaust are two misfit humans: jaded religion reporter Christine Temetri and mild-mannered forensic analyst Jacob Slater. But the pair soon realize that the Prince of Darkness has set his sights higher than they can reach; he's planning to bring his battle for domination straight to the pearly gates. They'll need the wisecracking, ping-pong loving, apathetic angel Mercury to help save the day, the world, and heaven before the clock ticks down to the End Times...if they can find him. By turns epic and explosive, *Mercury Rests* concludes the trilogy that Booklist describes as a "hilarious romp" that has "cult favorite written all over it." J.R. Ward's # 1 New York Times bestselling *Black Dagger Brotherhood* continues as a royal bloodline is compromised by a grave threat to the throne. Long live the King... After turning his back on the throne for centuries, Wrath, son of Wrath, finally assumed his father's mantle--with the help of his beloved mate. But the crown sets heavily on his head. As the war with the Lessening Society rages on, and the threat from the Band of Bastards truly hits home, he is forced to make choices that put everything--and everyone--at risk. Beth Randall thought she knew what she was getting into when she mated the last pure blooded vampire on the planet: An easy ride was not it. But when she decides she wants a child, she's unprepared for Wrath's response--or the distance it creates between them. The question is, will true love win out... or tortured legacy take over? Interstellar con man Rex Nihilo and his long-suffering robot sidekick Sasha are back, and they're neck-deep in their most outrageous scam yet: selling black market

planets! Terraforming uninhabitable planets and selling them to criminals right under the nose of the repressive interstellar Malarchy is good work if you can get it, but there's a price: as the pair's profits soar, they find themselves on the run from... well, pretty much everybody. With the Malarchy breathing down their necks, the malevolent cult known as the Sp'ossels hot on their heels, and the Ursa Minor Mafia out for their cut, Rex and Sasha hop from planet to planet, with nothing but their wits and a motley crew of loyal friends to keep them alive. But when their antics draw the attention of an ancient intelligence determined to wipe humanity from the galaxy, they put their moneymaking plans on hold--and team up with their biggest rival--to save the galaxy once again.

- [Starship Grifters](#)
- [The Big Sheep](#)
- [Mercury Falls](#)
- [Temptation Bangs Forever](#)
- [Of Berserkers Swords And Vampires](#)
- [Out Of The Soylent Planet](#)
- [Disenchanted](#)
- [Sense And Sensibility And Sea Monsters](#)
- [Aye Robot A Rex Nihilo Adventure](#)
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- [Titan](#)
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- [The Dream Of The Iron Dragon](#)
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- [The Powers Of The Earth](#)
- [The Alien Adventures Of Finn Caspian 1 The Fuzzy](#)

Apocalypse

- Sad Robot Stories
- Space Team
- Villains Rule
- Causes Of Separation
- Mercury Rests
- The Last Iota
- The King
- Mercury Rises
- Heroics For Beginners
- Scouts First Mission
- No Enemy But Time
- The Dawn Of The Iron Dragon
- Believable Hope
- The Spymasters Brother
- Operation Brushfire
- Will Destroy The Galaxy For Cash
- The Brand Of The Warlock
- The Palace Job
- Will Save The Galaxy For Food
- The Finnish Way