

## Spellship The Magitech Chronicles Book 3

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Spellship is the 3rd in the Magitech Chronicles, a series that sees Magic combined with Technology, and Dragons (Void Wyrms), all battling for supremacy of the galaxy. The basic premise is that an ancient God 'Krox' is trying to rise again, and if he does, he will bring death and destruction with him.

*Spellship: The Magitech Chronicles Book 3 eBook: Fox ...*

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*Spellship (The Magitech Chronicles #3) by Chris Fox*

The third book in the Magitech Chronicles, Spellship, has been released on Audible! The Last Dragonflight holds the key to survival. Voria, Aran, and Nara survived their trip into the Umbral Depths. They retrieved the Talon and are now searching for the First Spellship, the key to victory in their war against the Krox. Their.

*Spellship – The Magitech Chronicles*

Buy Spellship: Magitech Chronicles Book 3: Volume 3 by Chris Fox (ISBN: 9781985826403) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

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Spellship Magitech Chronicles Book 3 Chris Fox Chris Fox Writes LLC. Contents Previously on Tech Mage Previously on Void Wyrms 1. Kahotep 2. Hunting Binders 3. In Charge 4. Target Neutralized 5. Reinstated 6. Honeybuns 7. Relic Hunter 8. Assassin 9. Welcome Home 10. Wyrms Father 11. Choices 12. A Plan 13. The Council of Wyrms 14. Good News and Many Potions 15. A Present 16.

*Spellship (Chris Fox) » p.1 » Global Archive Voiced Books ...*

Spellship (book 3) Voria, Aran, and Nara survived their trip into the Umbral Depths. They retrieved the Talon, and are now searching for the First Spellship, the key to victory in their war against the Krox. Their search leads them to Virkonna, the home of the Last Dragonflight, a world where Dragons still rule. The world where Aran was born.

*The Complete Magitech Chronicles: Books 1 - 7 by Chris Fox*

Tech Mage (Book 1) Aran awakens in chains with no memory. He's conscripted into the Confederate Marines as a Tech Mage, given a spellrifle, then hurled

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into the war with the draconic Krox and their Void Wyrms masters. Desperate to escape, Aran struggles to master his abilities while surviving the Krox onslaught.

### *Books – The Magitech Chronicles*

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### *The Magitech Chronicles – Page 2 – By Chris Fox*

The first book in a new series in the Magitech universe has been released on Amazon! Dying World, book 1 in the new Magitech Legacy series, tells the tale of a Relic Hunter desperately attempting to save as many people as he can as his world literally comes apart. Our world is tumbling into the sun. The quakes have leveled cities.

### *The Magitech Chronicles – By Chris Fox*

Find helpful customer reviews and review ratings for Spellship: The Magitech Chronicles, Book 3 at Amazon.com. Read honest and unbiased product reviews from our users.

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### *The Magitech Chronicles Series by Chris Fox*

Tech Mage. Tech Mage is the first book in the Magitech Chronicles series by Chris Fox. Imagine all the futuristic world of starship combat, but then blending it with elements of Mages that weave magic through glyphs in the air to create complex spells to either cast offensive or defensive spells.

### *Chris Fox - Book Series In Order*

Spellship: Magitech Chronicles Book 3 Released on Amazon! The third book in the Magitech Chronicles series has been released on Amazon ! Continue following the adventures of Voria, Aran, and Nara, along with the rest of the crew as they search for the fabled First Spellship!

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### *The Magitech Chronicles – Chris Fox Writes*

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The Last Dragonflight Holds the Key to Survival Voria, Aran, and Nara survived their trip into the Umbral Depths. They retrieved the Talon, and are now searching for the First Spellship, the key to victory in their war against the Krox. Their search leads them to Virkonna, the home of the Last Dragonflight, a world where Dragons still rule. The world where Aran was born. Aran's past finally catches up with him, and he is forced to answer for killing Khalahk. The Wyrms demand he undergo a March of Honor, a brutal death march that few survive. Nara must not only accept Aran's fate, but use it as a distraction to locate the First Spellship. Voria must forge an alliance with the ancient and very arrogant Wyrms of the Last Dragonflight, before the Krox do it first. If even one of them fail, Krox will rise and the sector is doomed. Even success will carry a heavy price...

Relic Hunting is Dangerous Business Space pirates, dragons, undead, and worse lurk in the darkened corridors of the derelict Great Ships, the remains of the once mighty Vagrant Fleet. These ancient hulks are powered by a combination of magic and technology, created by gods we no longer remember or understand. Every new ship offers a million ways to die, but those ships have ancient magic our sector hasn't seen in millennia. The kind of magic that will keep my ship flying, and maybe help me find answers. Where did our people come from, and how did we end up marooned in this system? Those answers haven't been important until now. Our world is tumbling into the sun, and the clock is ticking. Either we get at least one Great Ship active, or everyone dies. No pressure, right? A new series in the Amazon Bestselling Magitech Chronicles universe. Want to make your own characters? The Magitech Chronicles RPG allows you to be part of the action long after you finish the books. Learn more at [magitechchronicles.com](http://magitechchronicles.com) or by googling Magitech Chronicles World Anvil

Time to become a Living Weapon Necrotis has raised an armada to make our sector tremble. Hundreds of warships have begun to overwhelm the Confederacy, and we don't have nearly enough magic or ships to defend every world. Our only real hope is resurrecting the Vagrant Fleet. We have the Spellship, and our demon allies control the Earthmother's Bulwark. I'm the captain of the Word of Xal, our most powerful offensive ship in the fleet. We're strong, but Necrotis is stronger, and the gap is growing. If I'm going to keep my people alive I need to be able to fire the Word's main spellcannon. I need to be able to deliver the kill shot against Necrotis. I need to become an Eradicator. I've been invited to train with the Ifrit on the world Nebiat, deep in Krox territory. Every day I spend mastering destruction magic more Confederate worlds fall. They're counting on me. I will not let them down. A new series in the Amazon Bestselling Magitech Chronicles universe. Want to make your own characters? The Magitech Chronicles RPG allows you to be part of the action long after you finish the books. Learn more at [magitechchronicles.com](http://magitechchronicles.com) or by googling Magitech Chronicles World Anvil

After the world is destroyed humanities survivors start anew. Now in a world forever changed, a place where magic is real, and monsters have come to life. A place where magic and science blend with pop culture... Welcome to Warrior Academy. Welcome back to Warrior Academy. Rejoin Hiro and friends as they continue their journey. Meet new friends and enemies. More food, fighting, and music. If you like video games, music, anime, and just pop culture in general... you will love Warrior Academy. Its Harry Potter meets Naruto with a little Dragon Ball Z and Dungeons and Dragons thrown in for fun, oh and don't forget a smattering of High School Musical... This is the second episode in a 13 episode series. (P.S. There is an attached Youtube and/or Spotify playlist meant to be listened to with the episode. Think of it as a Soundtrack.) #LitRPG #GameLIT

A van full of handcuffed criminals speeds towards the Dark Tower. What could go wrong? A lot, apparently. Especially when Jax's assassin happens to be in the vehicle destined for oblivion. She uses the term 'assassin' loosely, of course, because Darick also happens to be a stalker, a spy, a healer mage, and her number one crush. But this is no love story. Sure, there's a woman being haunted by her dead husband. And the new captain of the paranormal special ops force who doesn't hide his obsession for a certain kick-ass detective of the girl wizard variety. And a magical albino ferret who has a deep and abiding affection for popcorn. (Yes, popcorn. But go easy on the salt.) So: Spells, yes. Explosions, yes. Killer sharks ... maybe. And a whole lot of magic, adventure, and mayhem. But this is certainly no love story. \*\*\* A breakneck-paced mix of urban fantasy, irreverent humor and detective noir. Fans of The Dresden Files and Jessica Jones will burn through this addictive urban fantasy series. Get it now.

We Found Paradise. Now What? Student Paul Kostakis has caught the attention of Ludo, an Artificial Intelligence obsessed with games and stories. In return for a few little favors, she's offering "brain uploading". She can fatally dice your brain, scan it, and recreate you in a virtual-reality heaven she controls. You can do anything in there: become a griffin, upgrade your mind, fall in love, or go mad. When Paul accepts Ludo's offer, sooner than he would've liked, he learns that people can find real problems even in a digital world. One of them is that Ludo has powerful opponents who want to shut her down, bring death to her immortal people, and end her game forever.

The Krox have finally reached their end game, and the sector will never be the same. Their relentless fleet darkens the skies of New Texas, home of the fabled Ternus shipyards. Their only hope lies with their sworn allies, the Shayans. But the Shayans refuse to help. Only Aran and his company can keep

their leadership alive long enough for Voria to bring reinforcements and the fabled First Spellship. If they fail, the entire world burns, and Ternus morale will collapse with it. But the entire war is merely a smokescreen for something much more sinister. Teodros, Guardian of Krox, plans to use the distraction to resurrect his dark father. If he is not stopped, Krox will live again. Behind it all Talifax schemes, and Nara will pay the price.

Fated to destroy the world. Determined to save it. My name is Xal and I live in the dims, a walled prison where my people are kept by our cruel masters until we are needed to fight once more. One member of every family must answer the Call, for our blood bears the magic of a demonic god and all the terrible power that brings. We march to war against the Fomori, an unstoppable army of giants, and their behemoths. If we do not, then our families are put to death. The Hasrans use us as cannon fodder and worse. They used up my father, and he never came home. Die resisting. Die fighting. My choice isn't if it happens, but rather how I sell my life. If by some miracle I survive, I will be granted entrance to the Imperial Academy where every noble house will vie to architect my end. They cannot allow the void-blooded to live. They cannot allow us to thrive or to gain more magic from the bodies of other dead gods. They cannot allow us to win. They fear the rise of another dreadlord. And they are right to fear. I will pull down an empire, and that is just the beginning. Shattered Gods is based on the Magitech Chronicles pen & paper RPG, and takes place in the same universe. If you're a gamer, litRPG fan, or just want to see the stats for the characters in the book, come join us! Link is in the book or check us out at [magitechchronicles.com](http://magitechchronicles.com).

"The death-knell of the Human Galactic Empire has sounded. It is the crash of an axe against the virgin white marble of the Hall of Accords. It is the bitten-off cry of the Lady Lyrall Neuterra, whose head lies sundered from her smooth shoulders. It is the death of the Emperor at the hand of his own son. It is the whirlwind of a thousand ships sent to enforce the new Emperor's will. And only Prince John-Mark, the Emperor's youngest son, can bring the Empire back from the edge, back to peace and honor"--P. [4] of cover.

All things must end. Welcome to the final Deathless novel. The builder Yoggoth has arrived in our Solar System, but his goal is not to conquer our world. He has locked the sun in a Yoggothian Sphere designed to siphon our star of all power. Earth is hurled into darkness, denied the lifegiving heat of our sun, even as Yoggoth's fleets move upon our world. Our heroes, led by Blair, Liz, and Isis, must deal with the new winter before they can even hope to oppose them. In Australia, Jordan has used the intervening five years for one purpose. To become a Builder-slaying dino-enhanced death machine. Under Uluru's tutelage he has mastered combat and stands ready to face Yoggoth, whatever the cost. Outnumbered and outmatched, Liz leads a desperate assault on Yoggoth's flagship, where Excalibur's destiny will finally be realized. If the blade breaks, our world will be annihilated. If it holds, then Liz will provide Blair one chance to save everyone. One desperate gamble to rewrite history.

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