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LMP BOOKS NEWSLETTER #2

MAY 2026

Welcome to my post-inaugural newsletter!

Those of you who know me know that all the rigmarole around writing is not my favorite thing. However, I do want to make an effort to send these out more consistently. For your sake and my own, I won't send more than one email per month (unless something really cool happens), and you can unsubscribe at any time through the links at the bottom of the email.

NEWS

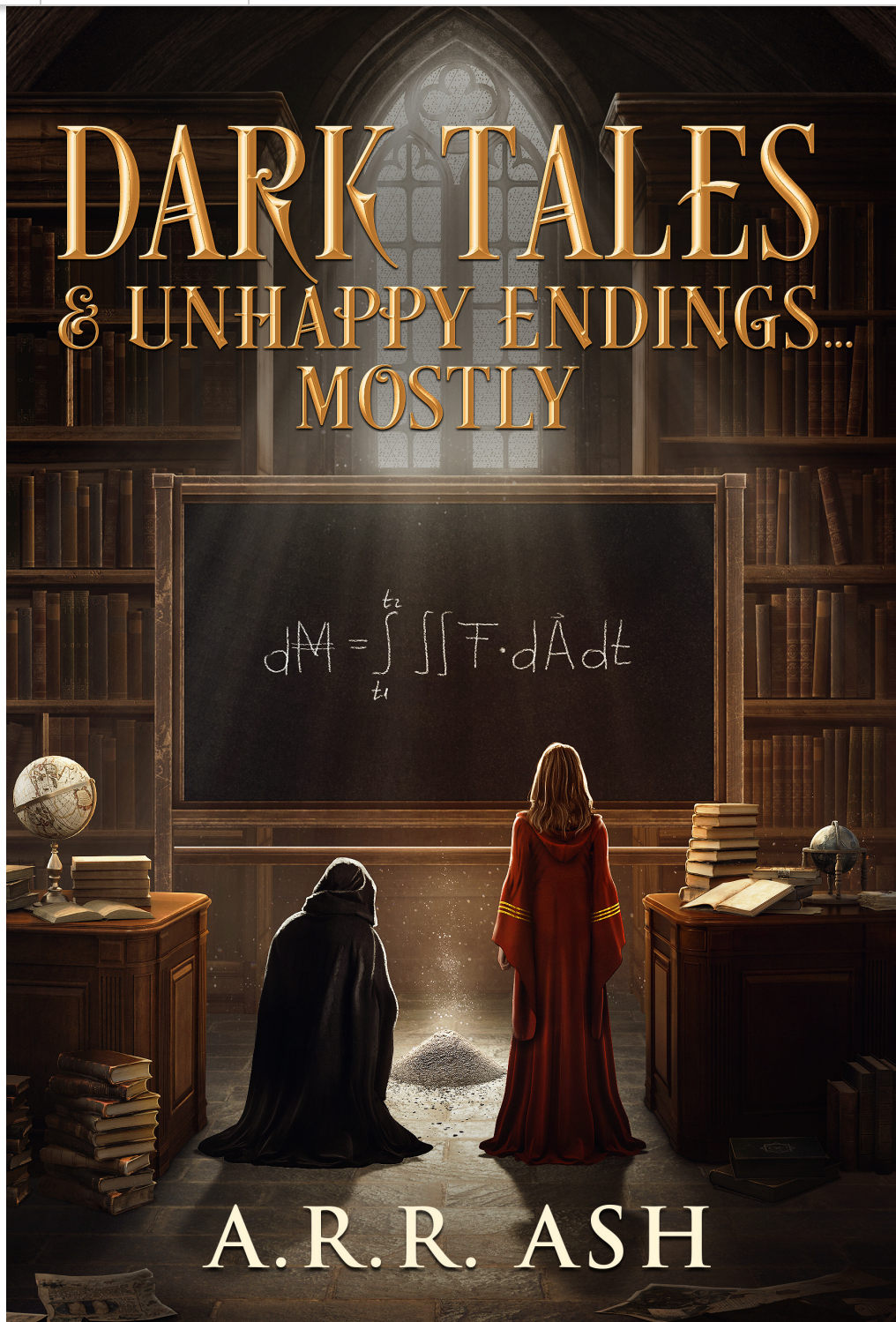
I have a few items to call out this time.

First, I had an interview with Kevin A. Davis of Inkd Publishing. You can watch it [here](#)! As one person put it, "You're not ready for prime time." Fair enough.

Also, I have stories appearing in two upcoming anthologies!

- In the horror anthology *Behind the Shadows IV* by Inkd Publishing, my short story "The Find at Al-Sijn Mustatir," in which a father seeks a way to bring back his deceased daughter. Inkd Pub has launched a Kickstarter for the anthology. Check it out [here](#)!
- In the eclectic *Miscreant Anthology*, comprising over 700 pages and over 175 authors, my flash fiction "Journal in the Attic," wherein a young girl finds her grandfather's diary in the attic. The Kickstarter had funded in 30 minutes. You can check it out [here](#)!

And here is a preview of the cover of my upcoming anthology, *Dark Tales and Unhappy Endings...Mostly*. Yes, there will be test.



Writing

Just a quick update on where my projects stand:

Basically done (I just need to figure out a release schedule).

- *Xy: Descent, Part I*, a novel about a precocious human child who undertakes learning Black Necromancy to fight against the oppression by nonhumans. It is written as a fictional biography in epistolary style, compiled by a fictional editor (for those of you who are not a fan of the epistolary style, it is much better than whatever you're imagining).
- The rerelease of *The Moroi Hunters*, including refreshed cover, formatting, and minor edits.

In progress

- *Xy: Descent, Part II* is done, except for the cover, which should be completed soon.
- Editing on *Xy: Ascent*, the sequel to *Xy: Descent*, begins imminently.
- I have completed my changes based on the edits to *The Tribe of Fangs, Part I*, a novel about Shayala learning to survive the horror and torture of life under the strigoi. I still have to complete a full read through and formatting. The cover is nearly finished.
- The editing on *The Tribe of Fangs, Part II* is scheduled to start in August 2026.
- My writing of the first draft of *The Fangs of Shayala*, the sequel to *The Moroi Hunters*, is still lagging because of all the above, but I should be getting back to it soon.

Unsolicited Opinion: *Marvel Multiverse Role-Playing Game*

I grew up playing AD&D 2e, and I've been playing 5e for years, but as of late I've also been eager to try different games and systems (among them Pathfinder 2e, G.I. Joe RPG, Middle-earth Roleplaying, The One Ring, and others). I will likely write about them at some point, but today is about the Marvel Multiverse Role-Playing Game.

I have a passing knowledge of Marvel (I've watched the X-Men movies and the MCU, but I've never read any of the comics), but you don't need to know anything about the lore to play the game. You can create your own superhero (or villain) or play an established character. The official rules, between the core

normal human or an agent of S.H.I.E.L.D.

What I like about the game is that it really captures the feel of superhero roleplaying. Hero characters are encouraged to work together by forming a superhero group and rally cry, and you have a group superhero move. You earn karma points, which work similarly to inspiration in 5e, for doing heroic acts, but you can permanently lose them for behaving unheroically (villainous characters do not normally earn karma points). The total number of powers among the hundreds of characters is staggering.

The game does differ from other RPGs in significant ways. Most characters are of a set rank, 1-6, and do not advance in rank over the game (Toad's powers are what they are). I get the game reason, but I am someone who likes to earn experience and see the advancement of the character. The characters have six ability scores (Melee, Agility, Resilience, Vigilance, Ego, Logic...I think you can guess the acronym), which parallel the well-known 5e abilities. Also, the game mechanic is based on 3d6, with one of them a "Marvel" die; rolling a "Marvel" results in special benefits.

Overall, if you're interested in playing a superhero (or villain) with just any powers you can imagine, and want a game that isn't just a superhero mask over 5e mechanics, this is a great game to try.

I don't know if it's necessary, but I feel like I should say it explicitly: No, I am not paid for this (but I will take their money if they offer it). I just like the game, so I thought I'd share.

Closing

Thank you for reading! If you have comments or just want to reach out, feel free to hit me up.

--A.R.R. Ash

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