

[View this email in your browser](#)

LMP BOOKS NEWSLETTER #1

JANUARY 2026

Welcome to my inaugural newsletter!

Those of you who know me know that all the rigmarole around writing is not my favorite thing. However, I did my first booth at a con, so I figured it was time I started sending these out too. 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

Yes, you read that correctly. I attended my first con as a vendor! It was the Philadelphia Area Gaming Expo 3. It was...well, a learning experience, and having my first booth at a non-drivable con was a lot. Fortunately, I did have a bit of preparation from working booths with my brother (that's him in the background below) and from his helpful [YouTube](#) videos. On the plus side, I did finish a short story in my down time.

I do intend to do more cons, so I'll post a schedule once I work that out.

Here is a picture of my booth:



Writing

Just a quick update on where my projects stand:

- The editing and cover are done for *Xy: Descent, Parts I and II*. I just need to figure out a release schedule.
- I am hoping to start editing on *Xy: Ascent*, the sequel to *Xy: Descent*, within a few months.
- I am working through the MANY edits from the editor on *The Tribe of Fangs, Part I*, which will precede *The Moro Hunters*.
- Once I complete the edits on *The Tribe of Fangs, Part I*, I will finalize Part II and send it to the editor.
- I am completing the formatting for *Dark Tales and Unhappy Endings...Mostly*, a compilation of 12 of my short stories published in various anthologies and two original pieces. The cover is nearly done, though I may have to have it redone. We'll see.
- Writing the first draft of *The Fangs of Shayala*, the sequel to *The Moro Hunters*, has slowed because of the above, but I'm itching to get back to it.
- Because of my interest in tabletop gaming, I am in the early stages of some projects related to that, but more to come on that later (hopefully).

Unsolicited Opinion: *HeroQuest*

I recently started playing *HeroQuest* again. My brothers and I played the old Milton Bradley / Games Workshop version when we were young, but this is the new Avalon Hill edition. If you're unfamiliar with the game, it is an adventure board game, almost like a D&D board game. You select characters (barbarian, wizard, elf, etc.) and complete quests, while one person acts as the gamemaster to run the game. What makes it a nice alternative to RPGs (roleplaying games) is that the upfront work is reduced. The quests are already prepared, and you are limited to the game board, so players can't just decide to go off into that other area of the map that you hadn't prepared. In fact, my young niece and nephew are even able to run games. There are also a number of expansions, which include more characters and quests, and the capability to write your own quests, if you're so inclined.

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

