Orconomics: A Satire (The Dark Profit Saga Book 1)
High Comedy Meets High Fantasy in an Award-Winning, Best Selling Satire
Winner for Humor and Finalist for Fantasy in the 10th Annual National Indie Excellence Awards
The adventuring industry drives the economy of Arth, a world much like our own but with more magic and fewer vowels. On Arth, professional heroes are hired to slay fantastic creatures with magic weapons. The beasts’ treasure is hauled back to town and divided among investors.

A Fateful Decision
Since his career as a professional hero ended in failure decades ago, Gorm Ingerson’s life has been a cycle of petty crime, heavy drinking and avoiding the Heroes’ Guild. But when the Dwarf helps a Goblin secure its NPC documents, he quickly finds himself in the clutches of the guild’s enforcers.

A Deadly Quest
Guild justice means certain death for Gorm, but his captors present him with an alternative: to join a party of misfit adventurers on a quest to join a feeble priest with delusions of destiny. But the only clear thing about the work of the mad goddess is its danger: nobody has attempted to fulfill her prophecy and survived.

A Roll of the Dice
It will take all of Gorm’s Dwarven resolve to survive political intrigue, fundamentalist lizard men, purse kobolds, healing potion addicts, and worse. Yet even if he succeeds, it may not be enough to protect his party from the dark secret behind their quest.

A Critical Hit
“A humor-infused love letter to the fantasy genre by way of economics” and it’s a blast to read!” — Christopher Kellen

Book Information
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We find ourselves outsourcing our adventures. I mean 'us,' as a society. The media is at an all time high in the movies and games department. Stories are made by corporations. Indie companies flourish, it’s true, but the market is becoming saturated with low cost, and low quality, titles. Everyone is out for a few dollars. Me too. This isn't the way it used to be. I used to gather with my friends, pack snacks, get a comfy chair, a #2 pencil, and then vigorously prepare myself for...An Adventure. Our own adventure. And, so did Mr. Pike. It shows. In Orconomics we have themes of ‘getting back up again.’ The fallen hero, staggering back to his feet. We have corporate politics, complex conspiracies, and some wonderful world building in a red-tape strewn fantasy setting. All of this is admirably done with a mind for flow and excellent structuring. Pike knows how to plan a book. Lucky for us all, he also knows how to write one. Characters come alive with his touch, winking at fantasy staples (quite literally in the Bard’s case) and adding needed depth and humor. Needed, because the story is shockingly rife with dark themes that are tactfully handled. All of this is possible because, like I said, Pike was and is a gamer. No, not a headset-adorned man-child basking in the glow of an FPS at three in the morning (Though, he could be). A GAMER. Armed with a pen, some paper, an imagination, and more source books than any single person should ever have to own. Thank goodness. This influence is the crux of the sly humor, directed towards old RPG junkies and new cRPG-ers alike. It shines through in his use of party dynamics, their fun jabs at one another, their tactics. This man knows his stuff.

I think that one of the most rewarding parts of sifting through self published books is that despite the number of wretched books, and the even greater number of simply mediocre books, you’ll occasionally find a gem sparkling through. It’s for these moments that I write this blog. These are the books that need someone to stand up and shout, nay demand, they receive wider attention. I only wonder how many more books there are out there that I’m missing. If only there was more time to read. Then again, I don’t think there could ever be enough. Enough with the opining, let’s get on to the review; it is what you came here for is it not? Orconomics by J. Zachary Pike is the gem I was referring to in my preamble. Like most of my recent reviews I was contacted by Pike to review
Orconomics, though I received no compensation and it has no affect on my review. I get daily, and sometimes more frequent, requests for reviews, so I have to narrow down the books somehow. Orconomics instantly grabbed with it's amazing cover and, of course, the name. I'm currently working my way through Capitol in the Twenty-first Century so any sort of lighter treatment of the subject snatched at my attention. The saying goes don't judge a book by its cover; but it can tell you a lot about the amount of effort the author put into the publication. With this strong of a cover, and a catchy title to boot, I had no choice but to read Orconomics. The book starts off in the middle of your standard World of Warcraft quest, an unnamed warrior has cleared out a band of goblins from a barn and now proceeds to the farmer in order to claim his reward. Setting the tone for the book, the farmer starts to haggle with the warrior over the cost of deed, and if it was indeed completed.

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