hero metamorphosis 1 kevin rau

H. E. R. O. - Dolldrum

Dolldrum has been lurking out of sight in Metrocity for a year. With the recent events of the Hordemaker and greater visibility of the Goth mutants, he stumbles on the means to launch his greatest scheme yet, and bring his doll empire to new heights. The H.E.R.O. agents of Metrocity become intertwined with the plans of the villain, and seek to stop him before he gains enough power to become unstoppable. H.E.R.O. - Dolldrum is the 11th book of the ongoing H.E.R.O. series, and is approximately 107,000 words long. Check out the entire H.E.R.O. series!

H. E. R. O. - Dark Breach

Following on the heels of H.E.R.O. - Malice, Carey and Ironsite Security's experiment has unexpected results. A virus has been let loose on the super population, as has a mysterious energy rift near the center of Metrocity. Supers find themselves mutating further, with some powers enhanced and others reduced. The heroes become absorbed in an attempt to determine what occurred. Carey becomes a victim of her own experiment as she mutates into a super - a fire elemental. She goes through her own challenges as Ironsite Security covers their tracks. Another person arrives in Metrocity with powers outside the norm for supers. Not a super himself, Blake finds that the experiment caused a breach into the Dark Energy universe, and is able to directly manipulate the energy that gives supers their powers, but for how long? He takes a dark path in an attempt to stabilize and grow the powers at his command. The book continues the H.E.R.O. novel series with detailed viewpoints from the characters in the story as they deal with issues at a personal level while attempting to maintain some semblance of normal lives. H.E.R.O. - Dark Breach is the 13th book of the ongoing H.E.R.O. series, and is approximately 108,000 words long. Check out the entire H.E.R.O. series!

H.e.r.o. - Summoned

The Air Force finds themselves under assault in Metrocity as they unearth the crashed remains of the Dyar'thon, the Kurcet starship brought down in a starship battle a week before. Robots, aliens, and supervillains all descend on the area as they try to acquire or steal weapons and resources of value. Borgz finds himself among the attackers. Ever opportunistic, the bodiless being acquires new and powerful weapons, gains allies, and then must contend with other
supervillains as they attempt to wrest control of his ill-gotten gains from him. All the while, an unknown force of powerful armed and armored figures assault the military, prison, and villains alike to take ... or recover ... aliens remaining in the city. The heroes must find out who this force is and stop them before they abscond with one of their own, while also dealing with two sets of villains set on accomplishing their own goals. H.E.R.O. - Summoned is the 18th book in the most extensive superhero novel series of the last decade. It is an action-packed, full-length written novel of over 102,000 words. Here is the full lineup of novels in the H.E.R.O. saga:


H. E. R. O. - Riftguard


H. E. R. O. - Battlefronts

Carey finds herself caught in Lady Nocturne's web, and shares information about Ironsite Security's involvement in the mutant attack at the Barrett factory days before. Naryx calls in people to raise Gene Front's talon once more, and the mutant group seeks out explosives, and then plans an attack on the research company. Spectral Warden, the star quarterback of the University of Metrocity's football team, takes to the streets as a new hero. He crosses paths with Psystar, Diva, Gene Front, and has a fight with Carey that cuts off her one chance to escape Gene Front. Jacob Davis, the owner of a large private animal reserve and hunting ground to the

**H. E. R. O. - Augments**


**H. E. R. O. - Nightmonger**

Nightmonger, a crime boss in Metrocity, stumbles upon an alien drug after the starship battle between the Gahranii and the Kurcet. He puts his drug lab to work crafting a new designer drug, and releases it for testing in the clubs of the city. Due to the actions of his people, a creature formerly held captive by the Kurcet breaks free and tears through the city. Celestia begins to learn the basics of being part of the Goth mutant “kingdom.” She becomes involved with Nightmonger’s agent as he distributes the drug at Blacklight. The Ladies of the Goths take offense to the interference by a crime boss dealing in their territory and strike back. Borgz discovers a signal emitted by the alien creature’s containment unit, and wrecks havoc with Nightmonger’s people and the heroes as he returns to Metrocity. H.E.R.O. - Nightmonger continues the ongoing saga of the superheroes of Metrocity. Many of the heroes, such as

**H. E. R. O. - Cyberhunt**


**H. E. R. O. - Rise and Fall**

The H.E.R.O. series continues after the events of H.E.R.O. - New Markets. This short novel follows the lives of three newly empowered Supers: Diva: A former model, she is struggling to learn the ropes as a new member of the H.E.R.O. organization. Chrome: As her life shatters from the devastating change into one of the most powerful brick superhumans in Metrocity, she must learn how to cope with the terrifying realities of no longer being human. Gravitix: His story unfolds as he makes a decision for or against the use of power for easy gain and evil. Through their trials, a strange mutant uses her charm and wiles in an attempt to corrupt the new supers and aid her in freeing the bloodthirsty mutant followers she lost in H.E.R.O. - Metamorphosis. The story brings back many familiar faces from the first two novels in the series as we again interact with Psystar, Spartan, Black Tiger, Gatecrasher, Psycom and Silverlash. The H.E.R.O. Universe is a new world of heroes and villains. As a novel-based story forum, it allows for deeper character development than that of a comic book or graphic novel based story. Each novel in the series follows the perspective of several heroes - or villains - in their lives and schemes. The common super types include Psychics, Blasters, Bricks and
Mutants, although some crossover occurs in unusual individuals. Psychics generally gain mental powers, such as telepathy, telekinesis, or emotional powers. Blasters have the ability to generate or control an element or waveform, such as light, electricity, or heat. Bricks are the strongmen of the world, having massive strength and bodies that can sustain immense damage. Mutants appear less human in appearance due to the addition of blades, tentacles, fins, wings, tails, and more to their bodies, and are between a brick and the others in physical strength.

The other novels in the series include H.E.R.O. - Metamorphosis (Book 1), H.E.R.O. - New Markets (Book 2), and H.E.R.O. - Dark Research (Book 4, coming soon). As an ongoing series, each novel stands alone. However, many of the characters in Metrocity do make recurring appearances and the history of the world does build with each novel. H.E.R.O. - Rise and Fall is a short novel of approximately 53,000 words. Please visit the author's website for more information on characters and character images. (http://www.kevinrau.com)

**H. E. R. O. - Lashback**

Nightmonger snaps under the pressure placed by the heroes over the previous week, as they dismantled several of his drug operations, chop chops, the supervillain lair at the Portia Hotel, and the destruction of his brothel at the hands of Lady Rapture's people. He decides to send a message to the heroes of the city to back off ... by killing them. Numerous major battles occur between the heroes and villains as his new supervillain, Nuker, gains in power. The new band of human wanna-be heroes, Brighthorn and company, investigates the superhero lair "mentioned by Diva and Sharae at Blacklight. It starts a chain of events where the men arm themselves against the mutants and continue their investigation into the death of the woman in the Anarchist zone.