

Dungeon Lord (The Wraith's Haunt A LitRPG Series Book 1)

Unravel the mysteries of Ravenloft® in this dread adventure for the world's greatest roleplaying game. Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. The wind's howling increases as he turns his gaze down toward the village of Barovia. Far below, yet not beyond his keen eyesight, a party of adventurers has just entered his domain. Strahd's face forms the barest hint of a smile as his dark plan unfolds. He knew they were coming, and he knows why they came — all according to his plan. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner. And you are invited.

The apocalypse will be televised! A man. His ex-girlfriend's cat. A sadistic game show unlike anything in the universe: a dungeon crawl where survival depends on killing your prey in the most entertaining way possible. In a flash, every human-erected construction on Earth--from Buckingham Palace to the tiniest of sheds--collapses in a heap, sinking into the ground. The buildings and all the people inside have all been atomized and transformed into the dungeon: an 18-level labyrinth filled with traps, monsters, and loot. A dungeon so enormous, it circles the entire globe. Only a few dare venture inside. But once you're in, you can't get out. And what's worse, each level has a time limit. You have but days to find a staircase to the next level down, or it's game over. In this game, it's not about your strength or your dexterity. It's about your followers, your views. Your clout. It's about building an audience and killing those goblins with style. You can't just survive here. You gotta survive big. You gotta fight with vigor, with excitement. You gotta make them stand up and cheer. And if you do have that "it" factor, you may just find yourself with a following. That's the only way to truly survive in this game--with the help of the loot boxes dropped upon you by the generous benefactors watching from across the galaxy. They call it Dungeon Crawler World. But for Carl, it's anything but a game.

Charlie and the Misfits have been invited to join the closed beta of the new space-themed VRMMO, Star Nova Online. Together with hundreds of other test pilots, they hope to defend Earth from a destruction. The Roth—a lizard-like warrior race—has nearly wiped humanity from the face of the universe and are on the way to finish the job. The test pilots have just seven days to train and prepare themselves.

A follow-up to the Dungeon Master's Guide, designed to aid Dungeon Masters and reduce game preparation time. The Dungeon Master's Guide II builds upon existing materials in the Dungeon Master's Guide. It is specifically designed to facilitate play, especially when the Dungeon Master has a limited amount of preparation time. Chapters include discussion on running a game, designing adventures, building and using prestige classes, and creating campaign settings. Ready-made game elements include instant traps, pre-generated locations, treasures, and a fully realized and rendered town. JESSE DECKER is the development manager for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Complete Adventurer, Races of Stone, and Unearthed Arcana. DAVID NOONAN is an RPG designer/developer at Wizards of the Coast, Inc. Recent credits include authoring Complete Divine and co-authoring Races of Stone and Unearthed Arcana. CHRIS THOMASSON previously served as Editor-in-Chief of Dungeon Magazine. His design credits include Fiend Folio and Monster Manual III, as well as Bow and Blade for Green Ronin Publishing. JAMES JACOBS is the associate editor of Dungeon Magazine and has published numerous articles in Dragon Magazine. His most recent credits with Wizards of the Coast, Inc. include co-authoring The Book of Aberrations, Races of Faerun, and Frostburn. ROBIN D. LAWS, game designer and novelist, is best known for the roleplaying games Feng

Shui, Heroquest, and Dying Earth, along with Robin's Laws of Good Gamemastering.

A LitRPG Novel

Creature Codex

Monster Core

Alliances; a LitRPG Saga

The Land: Raiders

Psychobitches

Build. Evolve. Conquer. Welcome to a whole new kind of Boss Battle... Roark von Graf fought his way up from the bottom to become not only the Dungeon Lord of the Cruel Citadel, but the leader of the Troll Nation, making underhanded alliances with other dungeons and players along the way. Until now, he's only had to worry about his enemies attacking from inside the game. But Lowen, the Tyrant King's right-hand man, has found a way to attack the players in league with Roark IRL, laying siege to the company that keeps Hearthworld's servers running and capturing the very Devs who can take Roark apart byte by byte. To stop Lowen and his Divine armies once and for all, Roark will have to drag the magics of the game into the real world, harness deadly new technologies, and build dungeons in places no Dungeon Lord has ever gone before. The fate of Earth hangs in the balance. The duel between Dungeon Lords has begun. And one of them isn't leaving Hearthworld alive... From James A. Hunter—author of *Bibliomancer*, *Shadowcroft Academy for Dungeons*, and *Viridian Gate Online*—and Eden Hudson, author of *Path of the Thunderbird* and *Death Cultivator*, comes the fifth installment in the bestselling *Rogue Dungeon* series!

Dark forces have extended Edward Wright an offer of incredible power at a terrible cost.....and Edward has chosen to make them regret it. When Edward is swept into the world of Ivalis as a Dungeon Lord, the Dark's most powerful servant, he has no servitude in mind. He'll oppose the evil plans of the Dark god Murmur, whatever it takes. Through only his wits and his guts to help him survive a weakened arrival, Edward must rise to power if he is to earn the right to live another day. But in the battle between Dark and Light, what can Edward choose if both sides are cruel, uncaring monsters? Cold gods laugh in the distant world of Ivalis. Heroes chase after power and experience, while Kings send their armies to their deaths in the name of the Dark and the Light. But no one expects the rise of the Dungeon Lord... And in the world of Ivalis, maybe a single man can

forge his own path.

Celaena Sardothien is her kingdom's most feared assassin. Though she works for the powerful and ruthless Assassin's Guild, Celaena yields to no one and trusts only her fellow killer for hire, Sam. When Celaena's scheming master, Arobynn Hamel, dispatches her on missions that take her from remote islands to hostile deserts, she finds herself acting independently of his wishes—and questioning her own allegiance. Along the way, she makes friends and enemies alike, and discovers that she feels far more for Sam than just friendship. But by defying Arobynn's orders, Celaena risks unimaginable punishment, and with Sam by her side, he is in danger, too. They will have to risk it all if they hope to escape Arobynn's clutches—and if they fail, they'll lose not just a chance at freedom, but their lives . . . A prequel to *Throne of Glass*, this collection of five novellas offers readers a deeper look into the history of this cunning assassin and her enthralling—and deadly—world. Included in this volume: *The Assassin and the Pirate Lord* *The Assassin and the Healer* *The Assassin and the Desert* *The Assassin and the Underworld* *The Assassin and the Empire*

Construct your dungeon. Summon your monster girls. Slaughter your foes. When the Inkolana Cartel's experimental computer network comes under attack, they give white-hat hacker Clay Knight two hours to fix the problem. If he succeeds, he'll be rich beyond his wildest dreams. If he fails, he's a dead man. But when Clay hacks the hackers, he stumbles into an ancient ritual that summons him to the dusty, forgotten world of Soketra. In this strange new land, Clay finds dungeons, monsters, and a fierce pride of beautiful cat women who believe he is the reincarnation of the ancient *Dungeon Lord Rathokhetra*. With a band of bloodthirsty dungeon raiders on his doorstep, Clay must master his new abilities and gather guardians for his territory to save himself and his army of warrior women from a fate darker than death.

Dungeon Lord

Main Character Hides His Strength

South London

Ascend Online

A Cyberpunk Thriller

Supers

Even with all of our super powers combined, we were nearly captured by a dark and

powerful enemy. We found ourselves fighting deadly supervillains determined to steal our powers for themselves, teaming up with rebels to take down their slavers, and even entering a gladiator-style arena fight for the point of leveling up and maxing out the skill tree necessary to put all the pieces of this crazy world back together again. But hey, along the way my harem grew and I learned new ways to kick ass with my powers, so it might have all been worth it. You'll just have to read on to form your own opinion. Everyone else on the street that day saw a lunatic wearing strange brass goggles, swinging an invisible sword through the streets of downtown Seattle. But Jacob recognized what the man was really doing; playing a game in augmented reality. Offered his own goggles by the game's creator, Jacob enters a city he thinks he knows, but the skyscrapers have been replaced with towering monuments to Victorian architecture. Airships float between the buildings, and enemies ranging from steam powered bunnies to clockwork werewolves lurk in every shadow. Some enemies, however, aren't creations of the game at all. Every player is racing toward the same goal, which some will use any means to attain. Those who fail, get nothing. The victors, however, get their own stake in the very heart of the game; a place called Steam Whistle Alley.

Reproduction of the original: South London by Walter Besant

A side quest in Dakota Krout's best-selling Completionist Chronicles series! Vengeful assassins. A treacherous companion. T-Rex Head Hands. After the Wolfman nation is shattered, Jaxon has enough spare time to advance his skills and specialize into a better class. Since Joe and his other teammates are either incapacitated or on a mission Jaxon does not believe in, the misunderstood chiropractor turned gamer strikes out on his own. The issue with creating your own path is that you have no idea what awaits you, especially when low charisma guarantees legendary misunderstandings. For Jaxon, that's half the fun. Rexus is a Completionist Chronicles side quest focused on Jaxon and is meant to be read following Regicide.

LitRPG Series

Ex Heroes 6

The Throne of Glass Novellas

A LitRPG/Gamelit Adventure

Rexus

The Land

Sungchul Kim, the man who reached the pinnacle of physical strength. Wielding the divine hammer, Fal Garaz, he goes on a quest to defeat the Demon King and put an end to the Calamities. However, having almost reached the end of his quest, he hits a wall which cannot be overcome by pure force. Resolved to do anything to accomplish his goal, he hides his identity and returns to the place where everything began all those years ago. To start anew on the path of Magic for the sake of a promise. His dismal past, his difficult present, and his desperate future constantly weighs on his mind. His name inspires dread in all, and even those saved by his hands wish him death. For he is- The Enemy of the World.

Build. Evolve. Conquer. The dawn of the Troll Nation has begun ... Roark von Graf-former noble and hedge-mage, current mid-level mob in a MMORPG-has taken down the Dungeon Lord of the Cruel Citadel, but the battle has only started. Lowen, right hand to the Tyrant King, has come to Hearthworld, and he is building an army of his own. Worse, Lowen and company have taken over one of the most powerful dungeons in the game, The Vault of the Radiant Shield. Even as a Jotnar and a newly minted Dungeon Lord, Roark is supremely outclassed and he bloody well knows it. If

he's going to weather what's to come and topple the Tyrant King, he'll have to unlock the secrets of the stolen World Stone Pendant, master his new Hexorcist class, form some very unlikely allies, and most important ... Grief some heroes. Let the games begin! From James A. Hunter, author of the litRPG epic Viridian Gate Online, and eden Hudson, author of Path of the Thunderbird and the Jubal Van Zandt Series, comes an exciting new litRPG, dungeon-core adventure you won't want to put down!

This indispensable supplement contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks)

Everything is not well in The Land. The dead lay restless in their graves and Richter's actions have not gone unnoticed. He arrogantly tried to create something good. How could he not understand that the forces of destruction would demand their due ... in blood. Reichter will learn that his earlier sacrifices were nothing. Not when compared to what will be taken. His enemies will leave him broken, but they will learn something as well. The wrath of a chaos seed is not to be taken lightly!

An Adventure in Augmented Reality

Dungeon Master's Guide II

Troll Nation

House of Earth and Blood

Star Nova Online

The next book of the series is available for preorder! The Nemesis of the Living (An NPC's Path Book #5): <https://www.amazon.com/dp/B08X2VG3ZP> Dying in virtual reality isn't fun, but facing bullets from real-world criminal overlords is really the pits. In such a desperate scenario, their demand to render them a service in VR doesn't sound like such a bad alternative. The problem is, the games played by spook agencies follow much harsher rules. For them, the absence of choice doesn't sound like a good excuse - not if you end up in the grindstones of their undercover schemes. Still, it's not as if I ever had a choice. That's why the price tag for my freedom didn't sound too excessive. All I had to do was log in, become a necromancer, shake the malefic hunters off my tail, pass the elimination test and locate one particular person. Which one? Why? And how was I supposed to do it? Wrong questions. Instead, I had only to ask one: why me? Why John Doe?

Begin Deep Dive Immersion? [Yes] Welcome to Rune Universe.

Connecting to the game servers... Faceless Corporations. Neon lights that hide rampant crime underneath. The year is 2041. Cole Dorsett is a Script Kiddie, a thief of information with a chip against the system. Rune Universe is a game with a billion worlds. With great interstellar alliances, unending adventure, spaceships that dance around black holes. And it hides a secret the CIA would love to crack. A secret many are willing to kill for. Inside Rune Universe, Cole will stumble upon real, mortal danger. To avenge a fallen friend, he must risk it all. And make a decision that will change the face of the world... forever. If you enjoy Cyberpunk thrillers and full-immersion Virtual Reality

worlds, Download a sample or buy RUNE UNIVERSE now!
When Angelica Morrow finds her husband's mangled body lying in her bathtub, she believes she has gone insane. She was talking to him on her cellphone when she found the corpse. Senator Morrow didn't appear to know that he's dead. Rising CIA John Derry has been tasked to find the Senator's killer before the murder goes public. To do so, he must recruit the help of David Terrance, formerly one of the best hackers in the world. With the promise of regaining his freedom and the chance of getting his family back together, David Terrance must follow the lead of a mysterious hacker, all the while battling with a sickness that makes him doubt his grasp on reality. Stakes run high when the bodies start to pile up. Can David find the killer before it's too late? Or will he lose his sanity and even his life in the process? The only thing he knows for sure is that things are not what they look like...

Dungeon Lord

Secrets of the Undead

Rune Universe

Rune Zero

Ex Heroes 2

The Dean of Lismore's Book

Lords of Darkness

The Latest Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" "This is the world you were meant to fight for!" Welcome to the SIXTH vivacious installment of Aleron Kong's, Chaos Seeds series. The time of hiding has passed. The Mist Village will make itself known. Goblins have invaded Richter's lands. Though the first incursion has been defeated, the anger of Chaos Seed remains. Those who challenge Richter's power will learn there is a reason all creatures fear the mist... it is the home of monsters. For the first time, Richter takes the battle to his enemies. He will live up to his name, and the very Land will shake with this power. With his allies, the Wood Sprites of Nadria, the army of the Mist Village marches to war. Richter has been a healer, an enchanter, a dungeon diver, and a killer. Now he becomes something more. He becomes a RAIDER! This is a world of wonder and horror. This is a world of pain and joy. This is the world of monsters... and the brave men who battle them. Welcome back my friends! Welcome back... to The Land! I am the law! Well, kinda. More like a bounty hunter, but I still put a foot up the @\$\$ of injustice and bring criminals down. Only, this time things didn't go as planned. This time, as I was delivering my criminals to be placed in

the Abaddon Asylum, everything fell apart when an uprising tore down the system and led to my ship exploding before I could get out of there. Now it's up to me and some sexy lady allies (and then some!) I've teamed up with along the way to put things right. But we're not just going to stop the uprising. Our mission goes much deeper than that, into the planet itself where all manner of horrors await. Oh, and we call ourselves the Psychobitches. And yeah, I f@cking own it like a crown. NOTE: Read on, friend, if you're a fan of explosions galore, superpowers and leveling up, monster girls and tiny fairies who are all freaks in the sheets, and crazy ladies who could just as easily slit your throat as bring you to the point of more bliss than you've ever thought possible. Take it, it's yours!

Dominic Thompson becomes an Infernal dungeon core and is given one task: honor the dark goddess by killing adventurers. Choosing an avatar is merely the first step. To become the greatest, he must make the other dungeon cores submit to him. And that means shattering their jeweled hearts. Or seducing their avatars. Lucky for Dom, the dungeon's avatars are beautiful monster girls. But they're also the fiercest warriors in the realms, and there's a fine line between murder and seduction. This Dungeon Core novel contains harem elements.

A definitive sourcebook reveals the villains and evil organizations from the Forgotten Realms world. Maps & illustrations.

Dungeon Crawler Carl

Side Quest

Visions and Revisions: A Book of Literary Devotions

A Virtual Reality Novel

The City and the Dungeon

Dungeon Born

Dark forces are threatening everything that Dungeon Lord Edward Wright cares about... and they don't expect what they're about to get. Only a few weeks have passed since the Battle of Burrova, and Edward and his friends are busier than ever improving the Haunt and protecting the surviving villagers. Sadly, time is a scarce commodity in the world of Ivalis. Soon enough, Ed finds himself thrown in conflict against the man behind the mindbrood's attack, a man who is seemingly capable of shrugging off mortal wounds and who is willing to unleash a devastating plague of undead against the Haunt and everyone inside. Only the otherworldly powers of a Dungeon Lord may be capable of protecting the Haunt against the rapidly approaching danger... but can Edward remain the same man if he exposes himself to the corrupting influence of that very same power?

The City is an immense metropolis of crystal spires and wondrous magic. Beneath is the Dungeon, a vast underground world and a source of endless treasure, guarded by grotesque and deadly monsters. No one knows where the Dungeon came from, or why. Any who would dare face the dangers and riches of the Dungeon must first be transformed into a

delver, a quasi-immortal creature whose every attribute is defined by numbers. Yet the "immortality" offered is but illusory, for without consuming the crystal found only within the Dungeon, a delver will inevitably die. One young immigrant braves the Dungeon to earn money for his impoverished family, only to find much, much more. Friends, power, and secrets of the Dungeon. Perhaps even love.

BE A HERO OF THERA Do you want to play a game? Think you're good? Really good? Then you might be ready to play The Game ... where clans are sponsored by actual Demon Lords, Gods and Goddesses, Lovecraftian nightmares, and every other demi-entities of power. Still with me? Not running back to your massively multiplayer on-line games, shooters, or table-top role-playing where you can re-roll or respawn after you've been blasted and buried? Cool. Then roll up your sleeves and enter Thera, a kingdom at the crossroads of many worlds. Don't worry, there are all the usual augmented-reality interfaces, level progression, and game mechanics that you love, but Thera is also real, so are its inhabitants ... as is your new custom-designed avatar. Oh, your previous body? We've disposed of that old thing so you won't be distracted trying to get back to your so called "real" life. Did we mention the stakes of The Game? Nothing less than all Creation--every world in every universe and reality. Thus, Death Row inmate, Hector Savage enters Thera, eager to use the gaming skills he's cultivated his entire life. Nothing has prepared him, though, for the schemes of Abyssal Lords, barbarian ghosts, evil wizards, and other bad guys who have plans for him--all before he advances to fifth level! Can he win? Can he survive the Free Trial? Find out in this latest entry of the LitRPG genre, Hero of Thera.

The Light strives to purify the kingdom of Starevos from evil... and only Dungeon Lord Edward Wright stands in their way. The Heroes of the Militant Church, led by Inquisitor Gallio, scour the forest in search of the Haunt, while Ed desperately attempts to uncover the secret behind the Heroes' origin. Can Ed and his friends defeat the Inquisition and secure their own place in the world, or are they destined to become the monsters of their own tale? All over Ivalis, the portents announce blood and fire as the ancient traditions return and abominable creatures long thought forgotten stir in their tombs. Both the Dark and the Light loom hungrily over the Haunt, and only one thing is certain... If pushed, Dungeon Lord Edward Wright will fight against them all.

Open Grave

Abominable Creatures

Nigmus Online

Enemy of the World

Curse of Strahd

Life Reset

"It's Hunger Games with sexy times. Saga meets Battle Royale." Form your harem. Kill or be killed. Level up and loot. Welcome to Planet Kill. Pierce has his mission: survive by killing and getting nasty, doing whatever it takes to find his lost wife and others who were abducted and forced to

participate in the barbarity that is Planet Kill. In a galaxy where the only way to rise up in society and make it to the paradise planets is through this insanity, he will be up against the most desperate, the most ruthless, and the sexiest fighters alive. Because it's not just a planet--it's the highest rated show around. Contestants level up for kills, get paid for accepting violent and sexual bids, and factions have been made in the form of harems. His plan starts to come together when he meets Letha, one of the most experienced warlords on the planet. She's as lethal as they come and a thousand times as sexy. He's able to learn under her, to start to form his own harem. Only, being her ally means fighting her wars. It's kill or be killed, level up fast and put on the show the viewers want all while proving to Letha and her generals that he has what it takes to be one of them. The alternative is death, leaving his wife to her fate of being hunted by monsters. WARNING: This book contains gratuitous violence and sex, harems, reverse harems, massively oversized members, breasts galore, and ample blood. You might cringe, you will laugh, and hell, you might even cry. We refuse to apologize for any of it.

Become an Elder of the Citadel. Work with your ladies to save us all. But what comes next? Contains Adult Content. Seriously. A lot. Why would I put my life on the line over and over when I have everything I could possibly want? Hell, my super powers have reached levels previously incomprehensible to me. My brother and parents are in my life, and the position of Elder at the Citadel is in my grasp. I have Charm with her foxy ways, Twitch with her ability to reprogram even our powers, the terrifying beauty that is Andromida, my curved tempest Gale, Aegriss with her hacker abilities, and of course there's Shimmer who can unlock a whole new world of possibilities with her illusions -- both in battle and in the sheets. Then there are Charm's friends, Laurel and Harp. So why would I risk all of this? For you, my friends. To give you life. To bring you joy, and peace. Embrace it or shut the f@ck up, because I'm putting it all on the line for you. It's time to end the enemy's invasion and then step it up a notch. Are you ready? WARNING: This book contains violence and many sexual situations, a harem, bodies being pulverized, and Don't forget to grab SUPERS: EX GODS, the series that follows the brother concurrently. WARNING: This book contains harem elements, tie-ins to the Psychobitches, Planet Kill, and even Shadow Corps books. If you're looking for a standalone that isn't part of a larger, inter-connected universe, look elsewhere. If you want fun and insanity, you're in the right place!

Provides information on the origins, tactics, myths, and lairs of a variety of undead creatures and threats encountered in the game of Dungeons and Dragons.

Virtual Dive technology is coming out of the workplace and into homes. Nigmus Online is the first MMO to use this new device. The only caveat to

the game; there is no manual. The only instruction the player gets is how to interact with the user interface. That's it. Nobody is going to hold their hand or give out rare items. Players begin life as a level zero commoner. It's entirely up to them what class they become. Explore a world that spans five continents. Story Summary Liam is tricked into trying an expensive and innovative online MMO. On his first trip into the game he stumbles upon a hidden class. The Undead Necromancer. Intrigued by this turn of events he continues to explore this mysterious world. In another part of the country Kathrine(Kat) suffers from a debilitating and paralyzing disease. Taking part in an experimental research could offer her a new lease on life (of a sort). Even further afield Russia and China are undergoing a massive spike in suicide rate. What could be causing so many young adults to dire ends?

Otherworldly Powers

Eden's Gate: the Reborn: a LitRPG Adventure

And Those Who Dwell and Delve Within

Hero of Thera

Dungeon Duel

The Guardian of the Dead (An NPC's Path Book #4)

After being betrayed and cursed by an extremely rare spell, Oren, a powerful and influential player, finds himself as a 1st level Goblin! Without even a fraction of his previous power, he vows to pull through and have revenge on those who betrayed him. His thorough knowledge of the game's world and his unique ability to immerse himself entirely are his only advantages. But first, he must figure out how to survive long enough playing what is basically a low-level fodder monster!

A #1 New York Times bestseller! Sarah J. Maas's brand-new CRESCENT CITY series begins with House of Earth and Blood: the story of half-Fae and half-human Bryce Quinlan as she seeks revenge in a contemporary fantasy world of magic, danger, and searing romance. Bryce Quinlan had the perfect life-working hard all day and partying all night-until a demon murdered her closest friends, leaving her bereft, wounded, and alone. When the accused is behind bars but the crimes start up again, Bryce finds herself at the heart of the investigation. She'll do whatever it takes to avenge their deaths. Hunt Athalar is a notorious Fallen angel, now enslaved to the Archangels he once attempted to overthrow. His brutal skills and incredible strength have been set to one purpose-to assassinate his boss's enemies, no questions asked. But with a demon wreaking havoc in the city, he's offered an irresistible deal: help Bryce find the murderer, and his freedom will be within reach. As Bryce and Hunt dig deep into Crescent City's underbelly, they discover a dark power that threatens everything and everyone they hold dear, and they find, in each other, a blazing passion-one that

could set them both free, if they'd only let it. With unforgettable characters, sizzling romance, and page-turning suspense, this richly inventive new fantasy series by #1 New York Times bestselling author Sarah J. Maas delves into the heartache of loss, the price of freedom-and the power of love. "Visions and Revisions: A Book of Literary Devotions" by John Cowper Powys. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten-or yet undiscovered gems-of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

When Gunnar Long is transported into the first fully-immersive virtual MMORPG, he finds himself in a new world filled with magic, mystery and adventure. No more 9-to-5 job. No more studio apartment. No more reality TV. Finally, he's in a place where he can call home, a place with people he can call friends. But as more people want to trade their real world lives to get inside Eden's Gate, the government of the outside world wants the "game" shut down at all costs. Gunnar must learn to survive, grow in power and find a way to send a message back to his old home. "We're fine. We're alive. Eden's Gate is real." Eden's Gate is a LitRPG adventure.

Book of Vile Darkness

Dungeons and Dragons Accessory

Book 0 - Closed Beta

The Assassin's Blade

A LitRPG Adventure

Dungeon Bringer 1

A Rampage of New 5th Edition Monsters! DM: "A mysterious figure in a cloak approaches you in the tavern..." PALADIN: "Aha! This must be a wizard with a map to a dungeon!" DM: "...and he's ticking." ROGUE: "RUN!" Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the Creature Codex has you covered! Nearly 400 new foes for your 5e game--everything from acid ants and grave behemoths to void giants and zombie lords. Creature Codex includes: * A dozen new demons, and five new angels * Wasteland dragons and dinosaurs * All-new golems, including the altar flame golem, doom golem, and keg golem * Monsters inspired by Mesoamerican, Hindustani, and Asian legends and folklore * Chieftains and other leaders for ratfolk, centaurs, goblins, trollkin, and more * New undead, including a heirophant lich suitable for lower-level characters (but plenty tough!) ...and much more! Use them in your favorite published setting, or populate the dungeons in a world of

your own creation. Pick up Creature Codex and surprise your players with monsters they won't be expecting!

A powerful dungeon. A sheep-herder turned Noble. Their path to ascendance through cultivation. Conquering dungeons and using them to grow has long been the most efficient way to become a powerful adventurer. The only thing keeping the process from being easy is the Beasts that inhabit these places. Questions plague those entering this particular place of power: Where do the 'rewards' of weapons, armor, and heavy gold coins come from? Why is a fluffy bunny charging at me? For abyss-sake, why are there so many monsters? Cal has all of the answers to these age-old questions for a very simple reason. He is a Dungeon Core, a soul forced against his will into a magical stone. With the help of an energetic friend, Cal grows a dungeon around himself to bring in new sources of power. When a threat he doesn't fully comprehend bares its many teeth, Cal is determined to survive the attempt on his life. Unfortunately for adventurers, the only way for him to achieve his goal is to eat anyone that enters his depths.

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns.

Steam Whistle Alley

Tear It Up

A LitRPG Saga

Monster Manual II

A Selection of Ancient Gaelic Poetry from a Manuscript Collection Made in the Beginning of the Sixteenth Century

Planet Kill