

## **The Land: Swarm: A LitRPG Saga (Chaos Seeds Book 5)**

Jerry traversed across worlds and arrived in a Beast Summoning era. In this world, everyone could summon their own pets. Darkness was looming, and the world was in turmoil. Relying on the power of their summons, many shrines plundered the resources at every corner of the world like tyrants. But when everyone else was summoning adorable pets that could help them in battle, Jerry discovered that his summoned pets were a little different. Other people's pets are all kinds of beasts, but Jerry summoned gods from Greek mythology! King of the Gods, Zeus, "Master! I, Zeus, is at your command!" Athena, "I will fulfil all your requests, master!" Poseidon, "I will conquer this sea in the name of the master!" In constant summons, step after step, Jerry became the supreme ruler of this world!

The Acclaimed Debut 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!" Tricked into a world of banished gods, demons, goblins, sprites and magic, Richter must learn to meet the perils of The Land and begin to forge his own kingdom. Actions have consequences across The Land, with powerful creatures and factions now hell-bent on Richter's destruction. Can Richter forge allegiances to survive this harsh and unforgiving world or will he fall to the dark denizens of this ancient and unforgiving realm? A tale to shake "The Land" itself, measuring 10/10 on the Richter scale, how will Richter's choices shape the future of The Land and all who reside in it? Can he grow his power to meet the deadliest of beings of the land? When choices are often a shade of grey, how will Richter ensure he does not become what he seeks to destroy? ps - Gnomes Rule SIGNED copies for sale on [www.LitRPG.com/shop](http://www.LitRPG.com/shop) "What's that you say? You want more village growth? Well be careful where you stand, because the Mist Village just took a viagra-cialis sandwich and there is a stiff breeze blowing! (I can make some more references if you're still not getting the point... did you see what I did there?) Welcome back my friends! Welcome back... to THE LAND!!!

A study of the women, on all sides, who had major parts to play in the momentous year of 1066.

Redeemer of the Dead

Swarm 2

A Hands-On, Project-Based Introduction to Programming

The Land: Foundin

A LitRPG Saga

Alliances; a LitRPG Saga

*From Wall Street Journal bestselling author Aleron Kong comes, Awakening, Book One of God's Eye, the long awaited second series of the Labyrinth Universe! Telos is a world at the center of the Universe. A bright jewel wrapped in a Lattice of realities. It*

is a world that gods and demons call home at the beginning of a new age. Remy is a newly risen deity, struggling to survive in a Battle Royale where the consequences are worse than death and last longer than damnation. He will find that he cannot live without his tribe of worshipers. Their strength is his, and his is theirs. Other tribes want nothing more than to feast upon their flesh and consume their power. It is a deadly race of technology and power, faith and corruption, of commoners and legends. Gods of ancient pantheons and demons of forbidden nightmares compete in a timeless game where the stakes are the souls of every living being. These old forces will come to fear a newly risen god. His name will become a curse on their lips. His name will be a chant in the mouths of the faithful. His name will be carved in time. Zero Fell, Zero Fell, ZERO FELL!

NEW YORK TIMES BESTSELLER • Can't get enough of Joe Goldberg? Don't miss the latest thriller in Caroline Kepnes's compulsively readable You series, with an all-new plot not seen in the blockbuster Netflix show. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY MARIE CLAIRE • "Fiendish, fast-paced, and very funny."—Paula Hawkins, #1 New York Times bestselling author of The Girl on the Train Joe Goldberg is done with the cities. He's done with the muck and the posers, done with Love. Now he's saying hello to nature, to simple pleasures on a cozy island in the Pacific Northwest. For the first time in a long time, he can just breathe. He gets a job at the local library—he does know a thing or two about books—and that's where he meets her: Mary Kay DiMarco. Librarian. Joe won't meddle, he will not obsess. He'll win her the old-fashioned way . . . by providing a shoulder to cry on, a helping hand. Over time, they'll both heal their wounds and begin their happily ever after in this sleepy town. The trouble is . . . Mary Kay already has a life. She's a mother. She's a friend. She's . . . busy. True love can only triumph if both people are willing to make room for the real thing. Joe cleared his decks. He's ready. And hopefully, with his encouragement and undying support, Mary Kay will do the right thing and make room for him.

An original and innovative new approach to the history of Magna Carta, Ladies of Magna Carta examines the impact and influence that women had on the Baron's Rebellion and the production of the Magna Carta. Magna Carta clause 39: No man shall be taken, imprisoned, outlawed, banished or in any way destroyed, nor will we proceed against or prosecute him, except by the lawful judgment of his peers or by the law of the land. This clause in Magna Carta was in response to the appalling imprisonment and starvation of Matilda de Braose, the wife of one of King John's barons. Matilda was not the only woman who influenced, or was

*influenced by, the 1215 Charter of Liberties, now known as Magna Carta. Women from many of the great families of England were affected by the far-reaching legacy of Magna Carta, from their experiences in the civil war and as hostages, to calling on its use to protect their property and rights as widows. Ladies of Magna Carta looks into the relationships – through marriage and blood – of the various noble families and how they were affected by the Barons' Wars, Magna Carta and its aftermath; the bonds that were formed and those that were broken. Including the royal families of England and Scotland, the Marshals, the Warennes, the Braoses and more, Ladies of Magna Carta focuses on the roles played by the women of the great families whose influences and experiences have reached far beyond the thirteenth century.*

*The 8th Novel of the Internationally Acclaimed Chaos Seeds Saga Over 100 THOUSAND ????? Reviews A mesmerizing tale reminiscent of the brutality of Goblin Slayer and the majesty of Game of Thrones Audible's Customer Favorite of the Year! #1 Audiobook 2017 #1 in Epic Fantasy || #1 in Humor Welcome my friends!*

*Welcome... to "The Land!" The battle of the dead was won, but at a great cost. Sion, leader of the Mist Village was left with only pain and regret as Richter was claimed by the abyss. What no one but the abandoned chaos seed knows is that he narrowly avoided the curse of the lich Singh, a curse that still hangs above his head. Now, surrounded by miles of darkness and tons of crushing rock, Richter has to find his way back into the light. The only problem is that this monster of a man is being pursued by monsters, a demon and his own foolish choices. Faced with all the dangers of the deep dark, what will Richter say when the buried horrors of The Land come a calling and asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back... to The Land! ps - Gnomes still Rule!*

*You Love Me*

*Book 2 of the System Apocalypse*

*First Song, Book One*

*A You Novel*

*The Divine Dungeon Book Two*

*A LitRPG Progression Saga*

*Brave young dragon Firedrake and his orphan friend Ben start a perilous journey to the legendary Rim of Heaven. But close behind is a heartless monster who aches to destroy the very last dragons on earth...*

*Chloe is not happy. Why must she be carted off to spend two weeks of her precious vacation in an ancient house with her grandmother Crystal, when there are so many fun things she could be doing with her friends? She is forbidden to go up in the*

attic - but so what? Chloe is going up there whatever her grandma says. Among the ancient treasures in the attic, Chloe finds an old journal. It's not long before she is caught up in the story of Crystal and Matt as they try to reunite the restless spirit of a young girl with her father. To do this, they must follow the clues to find the enchanted carousel with the help of some unusual characters. She is entranced by the enchanting tale, but is it a story or can it possibly be true? Chloe will soon find out - and along the way she will learn something about the magic of friendship and the bonds of family love...

The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to:

- Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django
- Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty
- Use data to generate interactive visualizations
- Create and customize web apps and deploy them safely online
- Deal with mistakes and errors so you can solve your own programming problems

If you've been thinking about digging into programming, Python Crash Course will get you writing real programs fast. Why wait any longer? Start your engines and code!

The SIXTH 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! ps - Gnomes Rule... That is all*

*The Legend of Black Jack*

*Predators: A LitRPG Saga*

*Raiders: A LitRPG Saga*

*Adult and Uncensored*

*Eden's Gate: the Reborn: a LitRPG Adventure*

*The Color of Water*

*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.*

*It has been two years since the Shift--when most technology stopped working, and the laws of physics changed. Humanity has been brought to its knees. Like other survivors, Noah Henson has heard rumors of the Aelves. Among other guesses, predatory aliens seem as good as any other theory for what caused the Shift. But for Noah, everything else takes second place to survival, sometimes even self-respect...or any sort of decency. Lawless, post-apocalypse America had forced Noah to make many difficult decisions, and he has never seemed to choose correctly. However, despite hating himself, he doesn't have the strength or the courage to change. He will get a lucky break in a big way, though--a mysterious orb with otherworldly power. In time, perhaps Noah will find another path. And if he does die during the Shift, maybe it won't be the end of his story. Sometimes, another chance can be an opportunity for redemption. The decision to start a new life is never an easy one, but for*

**Joe the transition was far from figurative. Becoming a permanent addition to a game world, it doesn't take long to learn that people with his abilities are actively hunted. In fact, if the wrong people gained knowledge of what he was capable of, assassins would appear in droves. In his pursuit of power, Joe fights alongside his team, completes quests, and delves into the mysteries of his class, which he quickly discovers can only be practiced in secret. Ultimately, his goal is to complete every mission, master every ability, and learn all of the world's secrets. All he has to do is survive long enough to make that happen.**

**For all that Jason's new life is amazing, he is about to learn that his new power, wealth, and influence comes at a price... Riding high on success, he and his team are looking to the future, preparing themselves for the challenges to come. Nothing, however, could prepare him for the lessons his enemies have to teach. When magic is involved, the stakes can be even greater than life and death. While Jason's personal enemies make plans, the greater foes plaguing his new home have been pushed to the brink. With one powerful card left to play, they are on a collision course with Jason and his team. With no one to help and more than their lives on the line, Jason and his companions must fight with more monsters than ever in the race to grow stronger. With an invincible enemy already anticipating them, they will learn that sometimes winning the battle is more important than surviving it. Book 3 in the bestselling He Who Fights With Monsters Series, coming Fall 2021!**

**Women of Influence in Thirteenth Century England**

**The Land**

**Silk and the Sword**

**My Vampire System**

**The Decentralized Alternative to Central Banking**

**Children of the Horned Rat**

Gifted with metahuman powers in a world full of capes and villains, Tori Rivas kept away from the limelight, preferring to work as a thief in the shadows. But when she's captured trying to rob a vault that belongs to a secret guild of villains, she's offered a hard choice: prove she has what it takes to join them or be eliminated. Apprenticed to one of the world's most powerful (and supposedly dead) villains, she is thrust into a strange world where the lines that divide superheroes and criminals are more complex than they seem. The education of a villain is not an easy one, and Tori will have to learn quickly if she wants to survive. On top of the peril she faces from her own teacher, there are also the capes and fellow apprentices to worry about, to say nothing of having to keep up a civilian cover. Most dangerous of all, though, are those who loathe the guild's very existence. Old grudges mean some are willing to go to any length to

see the guild turned to ash, along with each one of its members. Even the lowly apprentices

A background book on the skaven telling their secret history as well as how to spot and destroy them. For roleplayers you can learn how to create your own skaven clan, descriptions of the skaven fom, society and mentality. There is a short skaven adventure at the end

A comprehensive and authoritative exploration of Bitcoin and its place in monetary history When a pseudonymous programmer introduced "a new electronic cash system that's fully peer-to-peer, with no trusted third party" to a small online mailing list in 2008, very few people paid attention. Ten years later, and against all odds, this upstart autonomous decentralized software offers an unstoppable and globally accessible hard money alternative to modern central banks. The Bitcoin Standard analyzes the historical context to the rise of Bitcoin, the economic properties that have allowed it to grow quickly, and its likely economic, political, and social implications. While Bitcoin is an invention of the digital age, the problem it purports to solve is as old as human society itself: transferring value across time and space. Author Saifedean Ammous takes the reader on an engaging journey through the history of technologies performing the functions of money, from primitive systems of trading limestones and seashells, to metals, coins, the gold standard, and modern government debt. Exploring what gave these technologies their monetary role, and how most lost it, provides the reader with a good idea of what makes for sound money, and sets the stage for an economic discussion of its consequences for individual and societal future-orientation, capital accumulation, trade, peace, culture, and art. Compellingly, Ammous shows that it is no coincidence that the loftiest achievements of humanity have come in societies enjoying the benefits of sound monetary regimes, nor is it coincidental that monetary collapse has usually accompanied civilizational collapse. With this background in place, the book moves on to explain the operation of Bitcoin in a functional and intuitive way. Bitcoin is a decentralized, distributed piece of software that converts electricity and processing power into indisputably accurate records, thus allowing its users to utilize the Internet to perform the traditional functions of money without having to rely on, or trust, any authorities or infrastructure in the physical world. Bitcoin is thus best understood as the first successfully implemented form of digital cash and digital hard money. With an automated and perfectly predictable monetary policy, and the ability to perform final settlement of large sums across the world in a matter of minutes, Bitcoin's real competitive edge might just be as a store of value and network for the final settlement of large payments? a digital form of gold with a built-in settlement infrastructure. Ammous' firm grasp of the technological possibilities as well as the historical realities of monetary evolution provides for a fascinating exploration of the ramifications of voluntary free market money. As it challenges the most sacred of government monopolies, Bitcoin shifts the pendulum of sovereignty away from governments in favor of individuals, offering us the tantalizing possibility of a world where money is fully

extricated from politics and unrestrained by borders. The final chapter of the book explores some of the most common questions surrounding Bitcoin: Is Bitcoin mining a waste of energy? Is Bitcoin for criminals? Who controls Bitcoin, and can they change it if they please? How can Bitcoin be killed? And what to make of all the thousands of Bitcoin knockoffs, and the many supposed applications of Bitcoin's 'block chain technology'? The Bitcoin Standard is the essential resource for a clear understanding of the rise of the Internet's decentralized, apolitical, free-market alternative to national central banks.

The #1 New York Times bestselling series continues with a thrilling revelation -- three brand-new tribes of dragons! Growing up in the hives, Cricket has always had a million questions. Why are trees forbidden, even in art? Why do her parents seem to hate her? And the biggest, most dangerous and secret question of all: Why is Cricket immune to Queen Wasp's powers? Whenever the queen takes control of all the HiveWings, speaking through their mouths and seeing through their eyes, Cricket has to hide, terrified of being discovered. Now she's hiding again, wanted for stealing the Book of Clearsight along with her new SilkWing friends, Blue and Swordtail, and the fierce LeafWing, Sundew. The fugitives need answers, and fast, in order to prevent a LeafWing attack. But Cricket has more questions than ever. How can she stay hidden and discover the queen's deadliest secret? And if she does succeed -- can a powerless dragonet really do anything to topple a regime and stop a war?

Isekai Magus

The Women of the Norman Conquest

God's Eye: Awakening: A Labyrinth World Novel

He Who Fights with Monsters 3

Python Crash Course, 2nd Edition

A Guide to Skaven

***Aleron Kong's #1 Best Selling LitRPG Saga continues in "The Land: Swarm" The enemies of the Mist Village are moving, the storm clouds are gathering, what are Richter and Sion to do??? Crush the game, that's what! More of everything you love in LitRPG: Powerful items, epic battles, awesome quests and in depth world building! What happened to Elora? Where is the swarm? Did the rock giant make Richter jelly? What are the colonel's secret spices??? Journey back into my world and find out! Come back... to The Land!***

***Reading level: 2 [yellow].***

***From the bestselling author of Deacon King Kong and the National Book Award-winning The Good Lord Bird: The modern classic that spent more than two years on The New York Times bestseller list and that Oprah.com calls one of the best memoirs of a generation. Who is Ruth McBride Jordan? A self-declared "light-skinned" woman evasive about her ethnicity, yet steadfast in her love for her twelve black children. James McBride, journalist, musician, and son, explores his mother's past, as well as his own upbringing and heritage, in a poignant and powerful debut, The Color Of Water: A Black Man's Tribute to His White Mother. The son of a black minister and a woman who would not admit she was white, James McBride grew up in "orchestrated chaos" with his eleven siblings in the poor, all-black projects of Red Hook, Brooklyn. "Mommy," a fiercely protective woman with "dark eyes full of pep and fire,"***

*herded her brood to Manhattan's free cultural events, sent them off on buses to the best (and mainly Jewish) schools, demanded good grades, and commanded respect. As a young man, McBride saw his mother as a source of embarrassment, worry, and confusion—and reached thirty before he began to discover the truth about her early life and long-buried pain. In *The Color of Water*, McBride retraces his mother's footsteps and, through her searing and spirited voice, recreates her remarkable story. The daughter of a failed itinerant Orthodox rabbi, she was born Rachel Shilsky (actually Ruchel Dwara Zylska) in Poland on April 1, 1921. Fleeing pogroms, her family emigrated to America and ultimately settled in Suffolk, Virginia, a small town where anti-Semitism and racial tensions ran high. With candor and immediacy, Ruth describes her parents' loveless marriage; her fragile, handicapped mother; her cruel, sexually-abusive father; and the rest of the family and life she abandoned. At seventeen, after fleeing Virginia and settling in New York City, Ruth married a black minister and founded the all-black New Brown Memorial Baptist Church in her Red Hook living room. "God is the color of water," Ruth McBride taught her children, firmly convinced that life's blessings and life's values transcend race. Twice widowed, and continually confronting overwhelming adversity and racism, Ruth's determination, drive and discipline saw her dozen children through college—and most through graduate school. At age 65, she herself received a degree in social work from Temple University. Interspersed throughout his mother's compelling narrative, McBride shares candid recollections of his own experiences as a mixed-race child of poverty, his flirtations with drugs and violence, and his eventual self-realization and professional success. *The Color of Water* touches readers of all colors as a vivid portrait of growing up, a haunting meditation on race and identity, and a lyrical valentine to a mother from her son.*

*Welcome to Long Awaited seventh novel of the Best Selling LitRPG Saga, Chaos Seeds, by Aleron Kong. A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 in Epic Fantasy -- #1 in Cyberpunk -- #1 in Video Game Fantasy In The Land: Predators, the Mist Village has harnessed its power. Core buildings, Professional fighters and now, their own Dungeon, the settlement is primed to grow into a kingdom of true power and magic. The path to power has not been without risk, however. The Mist Village has been noticed. Evil nobles from the Kingdom of Law, bloodthirsty goblins from the Serrated Mountains, an undead lord with a penchant for human sacrifice and fanatical kobolds from the Depths, all plot the village's destruction. The predators are circling. Richter's people are horribly outnumbered by foes whose own power has been entrenched for thousands of years. Richter and Sion need to be stronger than ever before. Luckily, they are. New skills have been learned, stronger enchantments have been wrought and the hundreds of villagers have answered the call to adventure. The Companions do not stand alone. While many eyes have turned towards the mists, wanting to take the treasures within, the Mist Village stares back with a simple message. Come and get it!*

*Dungeon Born*

*The Land: Swarm*

*Gun Meister Online*

*Dragon Rider*

*Ritualist*

*Nefertiti's Heart*

*Based on a true story, Brooke Nolan is a battered child who makes an anonymous phone call about the escalating brutality in her home.*

*When Social Services jeopardize her safety, condemning her to keep*

*her father's secret, it's a glass of spilled milk at the dinner table that forces her to speak about the cruelty she's been hiding. In her pursuit for safety and justice Brooke battles a broken system that pushes to keep her father in the home. When jury members and a love interest congregate to inspire her to fight, she risks losing the support of family and comes to the realization that some people simply do not want to be saved. "Beautifully written, hauntingly real, Spilled Milk is a must read for any young adult today." - F.P Lione, Author*

*Thrust into an unknown, unwanted situation, most would feel panic, fear anger and fall into chaos. Erik and Rugrat are not immune to those feelings, but they have stepped into chaos so many times, it is simply a different challenge. Two weeks ago, Erik lost his legs and his arm. Today he got a message. "You have been randomly selected to join the Ten Realms. One may choose to ascend the Ten Realms, thereupon making a request to the Gods of the Realms. Only those who are Level 10, 20, 30, 40, 50, 60, 70, 80, and 90 may ascend to the next realm. Fortune favors the strong!" For a retired combat medic and Marine Recon sniper, the Ten Realms offer a clear challenge and sense of purpose that they had only found on the battlefield. How much trouble can you get into in a new realm?*

*A product of the latest technologies, Barliona is a virtual world brimming with fun and entertainment. The government has become the guarantor for the in-game currency, allowing its free circulation. As a result, the population floods Barliona in pursuit of easy money. It doesn't take long for the game developers to discover a source of free labor: real-world prison convicts. While their bodies are locked in special auto-maintenance virtual capsules, the prisoners' minds are released into Barliona's virtual mines. Dmitry Mahan has been through it all. Sentenced to eight years hard labor, he now struggles with an unpopular class - the Shaman - and an equally unpopular profession of a Jeweler. His fight for survival becomes anything but virtual.*

*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.*

*Ladies of Magna Carta*

*The Hive Queen*

*Chaos Seeds: Book VIII: Monsters*

*Dungeon Madness*

*Forging Hephaestus*

*Spilled Milk*

Both Cal and Dale have become stronger, each in spite of the other. The dungeon - Cal - knows exactly how much their strength has increased, and is working hard to become exponentially more powerful. His schemes are becoming more complex, and his dungeon - his body - more deadly. Dale has a nasty surprise waiting for him as he works to thwart the plans of the devious dungeon. Hearing a voice in his head that distracts him in critical moments, he must fight his mind as he battles deadly creatures. Unbeknownst to both, they are in for the fight of their lives as madness threatens the land...

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Four months ago, the world changed as electronics failed and blue screens started appearing, gifting humanity with abilities, Classes and Skills straight from a game. Unfortunately, the System hasn't finished with humanity yet and dungeons begin to appear, bringing with them more powerful, stronger and smarter monsters. Damien was a simple man, cruising on the highway of life. A goddess of temptation lures him into a deal he scoffs at. Superstition is for the foolish. Small problem: she's real, her ritual works, and Damien is magically teleported into a strange new realm. Damien awakens in Nordan, a land of myth and magic. A realm where humans battle legendary creatures for the amusement of the gods. In a war between man and myth. Damien's powers set him above the rest, a lord of life and death - enemy of all. Stranded, but not alone, will he perish, or conquer his way home?

Dragonheart

The Land: Catacombs

The Bitcoin Standard

Rise and Fall of the Warenne Earls of Surrey

Webnovel

Two Week Curse

**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!**

Thrilling fantasy adventure debut from Emmy-winner A. R. Witham. Jack Swift can tell you every element on the periodic table, recite Treasure Island verbatim, and would remember in perfect detail every word you'd ever say to him. He has been alone for a long time, so he has buried himself in books, using them to plan his escape. But no textbook could ever prepare him for the land of Keymark. At 3:33 a.m. on his fourteenth birthday, Jack is kidnapped by a hideous monster to another sphere of existence. Now there are two moons in the sky, and he is surrounded by grotesque creatures and magical warriors training for battle. They want the impossible: Jack must use his abilities to save a life or be trapped in this bizarre world with no chance of rescue. Jack doesn't have secret magic, a great destiny, or any experience. So why do they all expect him to become a legend?

\_\_\_\_\_ The Legend of Black Jack contains 20 full-page illustrations and has been described as classic portal fantasy, a standalone coming-of-age adventure, and a descriptive, wholesome, heartwarming story. It contains a smart, empathetic hero, lovable characters, loads of action, and a thrilling grand finale. On the book's cover, you will find a small keyhole. If you choose to unlock it you will find an adventure story for the young...and the young at heart. Welcome to Keymark-don't forget your map.

Gun Meister Online is a recently released Virtual-Reality Combat Simulator. Players assume the role of a Meister; fighting in matches and ranking up into higher divisions. Within the game, weapons take on human shape. These NPC's use a new Dynamic Distributed Personality System recently implemented, and many are excited by how life-like the AI characters are becoming. Charlie has only just begun to play, and he struggles to grow as a Meister. At the same time, he starts to take charge of his real-life outside. Eventually, Charlie finds friendship among a group of erratic misfits along with an arsenal of beautiful weapons. Follow him on an adrenaline filled adventure, one that may decide the fate of Earth. Online experience may vary from person to person. Gun Meister is rated [Adult] and only those eighteen or older are allowed to enter a world of guns, violence, profanity, fast cars, pretty girls, and a hot mess of sexual content. Have we mentioned harems, yet? Every Meister gets one. This version contains uncensored and detailed descriptions of sex. Enjoy.

The human Race is at war with the Vicious Dalki and when they needed help more than ever, THEY started to come forward. Humans who had hidden in the shadows for hundreds of years, people with abilities. Some chose to share their knowledge to the rest of the world in hopes of winning the war, while others kept their abilities to themselves. Quinn had lost everything to the war, his home, his family and the only thing he had inherited was a crummy old book that he couldn't even open. But when the book had finally opened, Quinn was granted a system and his whole life was turned around. He completed quest after quest and became more powerful, until one day the system gave him a quest he wasn't sure he could complete. "It is time to feed!" "You must drink human blood within 24 hours" "Your HP will continue to decrease until the task has been completed" More info, visit: <https://www.webnovel.com/>

A LitRPG Adventure

Swarm: a LitRPG Saga

Defenders of the Norman Crown

The Kartoss Gambit (the Way of the Shaman Book #2)

My Summons Are All Gods

Based on a True Story

An epic fantasy adventure set in the beloved world of the Demon Cycle, following a new generation of heroes, from New York Times bestselling author Peter V. Brett "Heart-wrenching, smart, and modern . . . The Desert Prince has set a new standard for fantasy." Wesley Chu, #1 New York Times bestselling author of The War Arts Saga Fifteen years have passed since the end of the war with demons, creatures of darkness who have hunted the night and plagued humanity since time out of mind. The heroes of humanity's hour of need have become legend, and those who remain struggle to escape their shadows. Olive Paper and Darin Bales have grown up in this new peaceful world. Demons have been all but destroyed, but dangers still lurk for the children of heroes. Olive, princess of Hollow, has her entire life planned out by her mother, Duchess Leesha Paper: a steady march on a checklist to prepare her for succession. The more her mother writes the script, the more Olive rails against playing the parts she is assigned. Darin faces challenges of a different kind. Though free to choose his own path, the weight of legacy hangs heavy around his shoulders. It isn't easy being the son of the man people say saved the world. Everyone expects greatness from Darin, but the only thing he's ever been great at is hiding. When Olive and Darin step across the wards one night, they learn the demons are not all gone, and those that remain hunger for revenge. Events are set in motion that only prophecy can foresee as Olive and Darin seek to find their own places in the world in time to save it again.

In the reign of Edward I, when asked Quo Warranto - by what warrant he held his lands - John de Warenne, the 6th earl of Surrey, is said to have drawn a rusty sword, claiming "My ancestors came with William the Bastard, and conquered their lands with the sword, and I will defend them with the sword against anyone wishing to seize them" John's ancestor, William de Warenne, 1st Earl of Surrey, fought for William the Conqueror at the Battle of Hastings in 1066. He was rewarded with enough land to make him one of the richest men of all time. In his search for a royal bride, the 2nd earl kidnapped the wife of a fellow baron. The 3rd earl died on crusade, fighting for his royal cousin, Louis VII of France For three centuries, the Warennes were at the heart of English politics at the highest level, until one unhappy marriage brought an end to the dynasty. The family moved in the highest circles, married into royalty and were not immune to scandal. Defenders of the Norman Crown tells the fascinating story of the Warenne dynasty, of the successes and failures of one of the most powerful families in England, from its origins in Normandy, through the Conquest, Magna Carta, the wars and marriages that led to its ultimate demise in the reign of Edward III.

The Desert Prince

The Enchanted Carousel