Dragon Seed A Litrpg Dragonrider Adventure The Archemi Online Chronicles Book 1

A ruined life. A broken heart.?He thought it was the end, and his gun sat ready to make sure.But an oddball offer from his only friend comes at the literal last second. Curiosity gets the best of him, and he finds himself sucked into iNcarn8, a game claiming to be a whole new life. Now as Montana, the larger-than-life tank warrior, he has one more last time to get his life right.One More Last time is the first book in The Good Guys, a LitRPG GameLit series. If you like fast-paced adventure, RPG mechanics, and sweet level progression with a deep magic and game system, this book is for you. It has notes of The Land and classic Dungeons & Dragons campaigns, and stars a lovable idiot of a main character who can't seem to shake his dark past and find the quiet life he so wants.

Trapped in the game. Forced back to level 1. What's next, permadeath? Sky Realms Online is the largest and most popular Virtual Reality MMORPG ever made. Set amongst the mystical, floating islands of Hankarth, it's played and enjoyed by millions every hour. Until something goes wrong. Unable to log out, players find themselves reduced to level one, and in the starting zones. They receive a cryptic message from the developers stating that for unknown reasons, they are trapped in the game and may have to live out their lives within the virtual world. Hall is one of the those trapped in the game. He's been playing Sky Realms Online as a spear-wielding Skirmisher ever since the beta. And instead of panicking as many do, he decides to make the most of it; to play the game and live his new life, all while quietly hoping the developers will find a fix. It doesn't take Hall long to find out that, while some aspects of the game are the same, the difficulty level is beyond anything he's ever experienced. Together, with a new party of trapped players and NPCs with canned answers, Hall will find out just how different Sky Realms Online has become, and how playing a game is different from living the game... Experience the start of this unforgettable Fantasy LitRPG Adventure today! It's perfect for fans of J.A. Hunter, Dakota Krout and Edward Brody.

As reward for stopping a serial killer and restoring the Kingdom of Vlachia to its rightful ruler, Dragozin Hector and his queen dragon, Karalti, have earned a noble title, a castle, and land of their own. There's only one problem - it's occupied. By a freaking elder vampire. Not only has the vampire unleashed the blight of undeath across the land, but Hector's nemesis is on the warpath. His mission? To steal Karalti, kill a god, and use their combined power to become the Insane God-Emperor of Archemi. Hector never wanted to go back to war, not even in a video game. But now, he must fight to claim his territory from Ol' Fangface before everything is taken from him - his dragon, his territory, and the woman he loves.

Thunder o Dragon. My rage shakes the portals of fate! From flying to war to becoming a living playground for thirty children, a Dragon called Dragon is growing in all sorts of unexpected ways these days. Never mind. With his signature wit and inimitable style, and the expedient of occasionally throwing his beautiful black Princess, Dragon Rider and best friend straight at his troubles, this Dragon is prepared to seize his war-torn world by the scruff of the neck and shake it into shape. It's not as if the world has a choice in the matter. The third hilarious, climactic volume in Dragon Fires Rising sees an unlikely Dragon-Rider team take on the full might of the invading Skartunese army.

Spear of Destiny

An Epic Fantasy Adventure

Killobyte

Wolves and War

The White Tower

The future isn't what they expected. A company of Army Rangers are sent on an interstellar colony ship to secure a foothold on a dangerous, alien planet through violence of action. Leaving behind a warring Earth flung headfirst into a conflict of mutual assured destruction, the Rangers and the accompanying crew of first colonists are guided on a 40-year journey by an unprecedented artificial intelligence. But when they emerge from the frigid embrace of cryosleep, they awake to a nightmare, finding themselves greeted by the same ruthless enemy that brought about the ruin of Earth. Alone on a dangerous, alien planet and with no hope of rescue or relief, the military colonists are forced to finish the war they thought they'd left behind. And in an unknown galaxy, friends and enemies alike prove to be much more than they seem. Wayward Galaxy is an explosive military science-fiction adventure featuring defective AIs, valorous soldiers, a brilliant scientist, and gritty combat written by Jason Anspach (Associated Press best seller and cocreator of Galaxy's Edge) and J.N. Chaney (USA Today best seller and author of the Renegade series).

PLANET WOLF - A world where the grass is not green, where alien trees and spiky foliage move strangely in the wind. It's a world with high mountains and deep valleys, wide rivers and gigantic forests, vast plains and arid deserts, restless seas and great continents. On PLANET WOLF, the native creatures are like nothing mankind has seen before, large and intelligent, telepathic and wolf-like and fighting a war that has lasted for centuries. Enter two spaceships from Planet Earth. Can human and wolf learn to co-exist? PLANET WOLF is about to change forever.

Even before our heroes discovered a portal to other realms, Jak Freedar wanted to seek out powerful allies to help overthrow the tyrannical wizard rulers of his home world. Instead, he chanced across a dragon egg and is now the surrogate father of a hatchling. Since he found the egg, taking care of the young dragon is his responsibility. Even as King Uthari forces the team to prepare for another mission, Jak must do his best not only to care for the hatchling but to keep it safe from those who want to use it for their own gain. As he soon learns, it's not only the wizards of his own world who would love to control a dragon. It turns out that powerful enemies in other realms want a hatchling too. And they're willing to kill for it.

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.

A Novel of the Keltiad

City of Thorns

Awakening

Kingdom Come

Court of Dragons

One man. One game. One adorable baby dragon. Two weeks ago, Hector Park cheated death by uploading his mind to the ultra-immersive fantasy RPG game, Archemi. After exposing the rotten heart of an order of dragon knights, he's now on the run with a young queen dragon who could one day become the most powerful mount in the game. To get strong enough to face their enemies, they need a quest - a big one. Fortunately, trouble has a way of finding Hector, and it does - in the form of a series of brutally murdered priests, a king in desperate need of a hero, and a beautiful, fiery berserker. The risk? Huge. The payoff? More gold than a dragon's hoard.There's only one problem - Archemi is haunted by the ghost of a mad developer bent on making the game his personal playground. And now that the world outside has vanished in a storm of nuclear fire, there's no one left to stop him.Or at least, that's what he thinks. Because Hector isn't the kind of man to take this shit lying down.

Fresh from the success of capturing Gwain's Keep, Alpha Company is in high spirits. Flush with coin, everyone is eager to get better gear and see what new zones they can go fight in. Not everything is roses though, as the first testing phase is about to come to an end. A number of those who ventured forth with the guild are about to return to their regular lives, and the next wave of testers brings even more players to embrace Alpha World as their new reality, if only for a limited time. Alburet has new complications to deal with, but he doesn't have to face them alone. Two other loving women whom he has accepted the love of, Fluffball and Karen, will be at his side as the revelation of his past comes out. Will Alburet be able to handle what he has hidden from himself, with the love of the trio of women beside him? Or will he break and fail, leaving his Spirit Fractured? (This book contains adult themes. You'd think I could stop with these disclaimers but even this far into the series people are shocked by the content. This book contains a Polyamorous relationship, with one of the four people in it being a Succubus. You've been warned.)

A showdown of titanic proportions is developing in Archemi. Kingdoms are falling like dominoes to the self-styled Emperor of Nothing and his swelling armies.Hector Park and his Queen dragon Karalti stand in their way. Linked by an unbreakable bond, they are the Paragons, heroes who are destined to overcome the dark forces mustering on the horizon, or die trying.Will Hector unlock the true potential of the Dark Lancer Path and stop the ancient enemies of Archemi, or will the Emperor succeed in his mission to become a God above Gods?Join Hector and Karalti on this epic Final Fantasy-style LitRPG adventure, in which the heroes find love, triumph, and struggle against overwhelming odds in the battle to save their world, while the bad guys are not just scary - they're smart.

What would you give to be a dragon rider? Before being conscripted to fight in the Total War, Private Hector Park had a shattered family, a collection of old videogames, and a promising career as a motorcycle stuntman. Now, he is dying from a virus threatening humankind with extinction. He has three days to live. When Hector's brother contacts him after years of hostile silence, Hector goes to try and make peace. But his brother has an offer even more unbelievable than reconciliation: the chance to cheat death by joining him in Archemi, a full-immersion fantasy VR-RPG videogame. Determined to forge a life worth living, Hector undergoes the experimental upload process and chooses the difficult path of the Dragon Knight. To achieve his dream, he must prove himself worthy of imprinting a dragon, a being with whom he will share a telepathic bond more intimate than any human relationship. But at what cost? Join Hector on his first steps towards mastering the skies in Dragon Seed, the first book in the Archemi Online LitRPG series!

An Archemi Online LitRPG Adventure

The Dragon Mage Wars

Book 2

By the Pact

Wayward Galaxy

Ash's life is anything but normal these days.Having unlocked his Dantian, he's grown in power. Grown to the point where he has others that depend on him for that power.In this world of martial arts, only the strong and the ruthless survive.Everyone else is merely a stepping stone on their path of Cultivation, or an obstacle to be overcome.Or knocked down.A world where the strong rule, and the weak die.Utilizing the Hall, the voice in his head that calls itself Locke, and all the powers available to him, Ash has begun his own journey of Cultivation.Except that as a Fated One, his journey is a narrow and winding path between two cosmic forces. Each one vying for dominance.And that has nothing to do with what Locke has planned for him.This is his second step in his life as a Cultivator. Overcoming his first tribulation, and solidifying his Dantian.This is a VeilVerse novel.Warning and minor spoiler: This novel contains graphic violence, undefined relationships/a full harem, unconventional opinions/beliefs, and a hero who is tactful as a dog at a cat show. Read at your own risk.

A Court of Dragons is the first book in a new fantasy romance series, inspired by Beauty and the Beast with Reylo vibes. It's perfect for fans of A Deal with The Elf King and The Bridge Kingdom.

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.

Our heroes have escaped with the ancient dragon gate, rekindling their hope of finding allies on other worlds, but powerful enemies are right behind them. Unfortunately, Jak and Jadora must decipher the gate's secrets before they can use it. That's a difficult task with mages from numerous kingdoms hunting them, Lord Malek stalking Jadora through magical dreams, and a new threat lurking deep within the jungle. Faced by overwhelming odds, Jak and Jadora may be forced to work with the only man who can keep them alive: Malek. But what price will they have to pay for his protection?

Wyrd Gods

Eden's Gate: the Reborn: a LitRPG Adventure

Dragon Champion

Grayhold: Sky Realms Online Book One

Shade's First Rule

In 2056, the world's most powerful AI System, ARKUS, comes online. Created to extend human lifespans, it quickly makes world-changing discoveries in health science. It also develops an advanced VR headset that uses consumable nanomachines to let users experience time faster in virtual worlds.Two years later, ARKUS releases World-Tree Online, a game where players scale a giant tree with thousands of unique game worlds hanging from the branches. The game's time-dilation makes it so that one hour of playtime feels like one month to those in-game, allowing humans to virtually extend their lifespans.However, after an old gamer named Vincent joins World-Tree Online, an update begins that stretches the time-dilation to one year for every five seconds. Players are unable to exit the game during the update-with an estimated wait time of three hundred sixty years.After experimenting with an exploit, Vincent begins to develop new spells that will take him higher in the game than he ever thought possible. Unfortunately, he crosses paths with the last moderator, a young man named Lucas that uses his mod abilities to torture and subjugate other players.Lucas is willing to abuse his power to conquer the World-Tree, but Vincent's exploit might just be the key to stopping him.

Lusam grew up in the relative safety of the Elveen mountains with his grandmother. She taught him the basics of magic, and discovered quite by accident, that he possessed a unique skill never seen before, the ability to hide his magical aura from the mage-sight of others. Dark secrets surround Lusam's origins, and the dark agents of the Empire will stop at nothing to kill Lusam. But before Lusam could be taught all he needed to know about his past, his grandmother unexpectedly dies of a fever, and Lusam finds himself homeless on the unforgiving streets of Helveel. Unbeknown to Lusam, the only thing keeping him alive is a promise he made to his grandmother, to always hide his aura, no matter what. Lusam meets and befriends a young thief fleeing her old city of Stelgad, before making a magical discovery that will change both their lives forever, and possibly the fate of the entire world.

Randidly Ghosthound felt lost and alone even before the System transformed the Earth. Before every person had to deal with the sudden presence of Levels, Skills, monsters, and the very real possibility of death... Due to unusual circumstances, Randidly starts in an isolated Dungeon far beyond his Level, forced to rely on the mysterious Traveler Shal in order to learn and survive with the dangerous new status quo for his world. But survive he does, only to leave the Dungeon and discover that while he experienced several hellish months in the Dungeon, only half a day passed on Earth. Randidly's capabilities are now more than enough to help build a small enclave of survivors, but that doesn't mean balancing his sense of responsibility against the plots of an unfriendly town will be easy. And although he doesn't know it, he needs to prepare. Because the System has sent down a Tribulation, which waits in the shadows and monitors his every move... Don't miss the start of this hit LitRPG Fantasy series with over 50 Million views on Royal Road. For the first time, The Legend of Randidly Ghosthound is now available with loads of new content on Kindle, Kindle Unlimited, and Audible narrated by Macleod Andrews. About the Series: Experience a particular flavor of the System Apocalypse genre of LitRPG/GameLit, where Skill growth and the Path System allow individuals to tailor their growth toward infinite possibilities. There are Classes, Skills, Levels, and Rarities that will feel familiar to any connoisseur of role-playing games. Follow Randidly as he balances his growing power with the worrisome ripples of his existence. The System doesn't discriminate; when he is ready for more dangerous threats, the rest of humanity better be ready, too. Those who have read the web-novel when it was available online can experience the saga the way it was always meant to be told, fully revised and re-edited, and with tons of new material!

What would you give to be a dragon rider?Before being conscripted to fight in the Total War, Private Hector Park had a shattered family, a collection of old videogames, and a promising career as a motorcycle stuntman. Now, he is dying from a virus threatening humankind with extinction. He has three days to live.When Hector's brother contacts him after years of hostile silence, Hector goes to try and make peace. But his brother has an offer even more unbelievable than reconciliation: the chance to cheat death by joining him in Archemi, a full-immersion fantasy VR-RPG videogame.Determined to forge a life worth living, Hector undergoes the experimental upload process and chooses the difficult path of the Dragon Knight. To achieve his dream, he must prove himself worthy of imprinting a dragon, a being with whom he will share a telepathic bond more intimate than any human relationship.But at what cost?

Thunder O Dragon

Cultivating Chaos

A LitRPG/GameLit Series

Trial by Fire

World-Tree Online

With the magic of Killobyte, a wheelchair-bound cop stands and fights an army of sorcerers, a heartbroken girl heals her pain through role-playing, and a mystery player satisfies his urge to kill. Reprint.

One man. One game. One adorable baby dragon. Two weeks ago, Hector Park cheated death by uploading his mind to the ultra-immersive fantasy RPG game, Archemi. After exposing the rotten heart of an order of dragon knights, he's now on the run with a young queen dragon who could one day become the most powerful mount in the game. To get strong enough to face their enemies, they need a quest - a big one. Fortunately, trouble has a way of finding Hector, and it does - in the form of a series of brutally murdered priests, a king in desperate need of a hero, and a beautiful, fiery berserker. The risk? Huge. The payoff? More gold than a dragon's hoard. There's only one problem - Archemi is haunted by the ghost of a mad developer bent on making the game his personal playground. And now that the world outside has vanished in a storm of nuclear fire, there's no one left to stop him. Or at least, that's what he thinks. Because Hector isn't the kind of man to take this shit lying down. This is the hardcover edition of Trial by Fire, the bestselling Epic Fantasy LitRPG series by James Osiris Baldwin.

Do you fear the darkness?Do you fear the pain and terror within? It wasn't my fault. I didn't mean to look for things I wasn't supposed to. I didn't mean for death to come after me. I really didn't.But it still happened.I'm Zoran and my name is the only thing I remember about myself. I don't know why I woke up in a forest, why I taste blood in my mouth, and why I see weird screens in front of me. From the time I first woke up, all I wanted was to find out who I was. But what I didn't expect was for my search to spark something that was never meant to happen.It has started now. I can see it. Cities will burn and towers will fall. Chaos will descend the heavens and ravage the earth. The darkness is coming, and the world will tremble in its wake. Series Reading Order: The Eternal: Awakening - https://www.amazon.com/dp/B06XKZ5QMKThe Eternal: Dragonborn - https://www.amazon.com/dp/B06XKV2HK4The Eternal: Transcend - https://www.amazon.com/dp/B073X5QXHTThe Eternal: Infinity - https://www.amazon.com/dp/B07598CXDMThe Eternal: Hellbringer - https://www.amazon.com/dp/B078P52S74

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

One More Last Time

Lusam

A LitRPG Adventure

Twilight Templar

A Dragons' Realm Novel

Damaged. Disgraced. Dishonored. And the only hero who can save seven worlds. When a freak accident ruins his body and his memory, Wes Malcolm loses his scholarship and his place in the world. Every treatment has failed, save one: a fully immersive VR game, designed by his late, disgraced father, that mimics the condition his body used to possess. To everyone's disbelief, his body and mind slowly improve, bit by bit, but it's still not enough. Then one night, he wakes up in a world just like the game his father designed. Here, he can grow, learn, and thrive. But this world and all its sister planets are under assault from nightmare creatures, supernatural storms, and a host of other cataclysms. The strange, beautiful steward of these worlds offers him a deal: Save her planets, and he can take the power he gains back to his original body on Earth. It's the best chance he's ever been offered. But will his determination be enough, both for himself and the worlds now depending on him? Come and find out.

In the twenty-fourth century, a scout ship from Earth discovers the ancient Keltic empire and, amid treachery, magic, and intrigue, could tip the balance in a power struggle of galactic dimensions

*A new LitRPG world has arrived! It's Ruwen's Ascension Day, and he finally dies for the first time. His newly revived body can learn Spells and Abilities for the Class given him by the Goddess Uru, and dying is no longer permanent. Ruwen's high intelligence makes becoming a Mage inevitable. With his new powers, he will locate his parents and clear their family name. But nothing goes as Ruwen imagined, and when a rival God tries to kill Ruwen shortly after his disastrous Ascension, his focus turns from his future to just surviving. His choices place him in the middle of an ancient war, and he must overcome the limitations of his unexpected Class to reach level five. Only then will he have the tools needed to survive. But dying now comes with a terrible penalty, and failing Uru might not only cost him his life and loved ones but his entire world. It turns out dying on your Ascension Day is the easy part. ***** Hey, LitRPG readers! I've created an FAQ for Shade's First Rule to answer some of the common questions and to help you decide if this book is for you. It can be found at: afkauthor.com/faq*

For a thousand years magic has been outlawed and its wielders rounded up and taken to The White Tower for purging. Those unfortunate enough to be born with the gift struggle every day to keep their identities hidden.The Jun'ri have ruled over the Van'ae since the fall of the wizard order, but the winds of change are beginning to shift. Magic is on the rise. Those that seek to exploit it as well as those that seek to defend it will once again be forced to stand and fight.At sixteen, TY knows he's different. With the arrival of the Black Watch in Easthaven, his family is forced to reveal a secret that threatens to strip away everything he held to be true. The answer to who he is will not only threaten his life, but the lives of everyone around him. Thrown into an age old war, Ty is forced to use the one thing he fears the most in order to survive . . . magic.No prisoner has ever escaped the White Tower. FERRIN is determined to be the first. After enduring extensive torture by a sadistic Inquisitor, Ferrin is told that he will suffer the Chambers of Purging if he does not help them create magic-infused weapons for their growing army.As Guardian Protector to the High King, AYRION is no stranger to battle. With a neighboring kingdom threatening war, dark creatures of magic growing at an alarming rate, and a hidden enemy plotting from within the palace walls, he has no choice but to unleash his twin blades before everything he holds dear is ripped away.VALTOR, Arch Chancellor of the White Tower and newly promoted advisor to Prince Dakaran, has been using his position to not only round up any and all gifted wielders as he works to build an army for what he perceives will be an epic battle between those with magic and those without.

Dragon Seed

Fractured Spirit

A LitRPG Dragonrider Adventure

He Who Fights with Monsters

Downfall and Rise

Peter DelaSangre, one of the few surviving members of the People of the Blood, mysterious creatures that are changelings during the day and slayers at night, narrates the story of his life, from his isolated youth on an island off the coast of Miami, to his struggle to find a balance between the worlds of humans and Dragons, to his search for love with a woman of his own kind. Original.

High mages lied: Veranesh, the demon who destroyed the continent is still alive. And it's up to their former student to expose the truth—even if it means another Cataclysm. When Kamira, a once high mage student turned arcanist, discovers an imprisoned demon in underground ruins, she is forced into a pact that grants her powerful magic, but also ties her to the very demon that once devastated the continent… and Veranesh wants his freedom. With one friend by her side, Veelk, a mage killer bound on protecting her, Kamira will have to outwit the archmages, other demons, and possibly her own demonic benefactor to survive. Her chances are slim, but with Veelk's ever-present sarcastic repartee, Kamira might just pull through. Plots and schemes, power and means—sometimes the price for victory is choosing which friend will die, but when you only have one friend, the choice is… easy?

An ancient kingdom falls to tyranny. A dark empire rises in its place, while the old gods stir...After kicking an unholy amount of undead ass, Hector and his dragon have new goal: to revive the war-torn province of Myzsno, preferably before their nemesis arrives with his army and a legion of Drachan, demonic dragons that would make even H.P Lovecraft scream in terror.If Hector is to triumph against enemies like these, he needs more than an army. He needs the Warsingers, god-like constructs built to fight and kill the Drachan. But first, he must break his girlfriend out of prison: a woman who could be the key to the Warsingers' 5000-year old mystery.

Clash of the Titans meets Stargate in Niflheim.

Warsinger

Ezaara

The Eternal

The Copper Crown

Kingdoms at War

Jason wakes up in a mysterious world of magic and monsters.It's not easy making the career jump from office-supplies-store middle manager to heroic interdimensional adventurer. At least, Jason tries to be heroic, but it's hard to be good when all your powers are evil.He'll face off against cannibals, cultists, wizards, monsters...and that's just on the first day. He's going to need courage, he's going to need wit, and he's going to need some magic powers of his own. But first, he's going to need pants.After cementing itself as one of the best-rated serial novels on Royal Road with an astonishing 13 million views, He Who Fights with Monsters is now available on Kindle. It's perfect for fans of Pirate Aba, Dakota Krout, and Luke Chmilenko.

The future lies within our minds. Paralyzed in a workplace accident, Lox's life is looking bleak. He can't even use the cutting-edge hardware that would allow him to play in the full-immersion-games that have become so popular. This all changes when he hears from New Universal Frontiers, the company with the best game out there: World of Magic. They offer him the ability to use their hardware despite his injuries, but at a cost... he can never leave the game. Once in the game world, Lox quickly realizes that there is a lot more to this new realm than just a game. Given a class that everyone thinks is useless due its inherent dangers, Lox begins a long and painful series of trials, some of them explosive, almost all of them dangerous as he masters his magical abilities. As Lox explores the depths of this world's magic system, he soon discovers there is a lot more going on here than anyone ever expected. World of Magic is a LitRPG/GameLit series that features leveling, advanced magic systems, dungeon crawling, world exploration, and much more. It's perfect for fans of books like Emarilia, World Tree, and Ascend Online.

I never thought I'd be singing happy birthday to myself in a dungeon. And yet when a sinfully sexy demon crashes happy hour, that's exactly what happens. He's known as the Lord of Chaos, he's mistaken me for my succubus doppelgänger. Happy birthday to me. When he tastes my blood, he finally understands I'm mortal. And I teaches me my role: seduction. With each heated touch I drift further into peril. And if I fall under his seductive spell, death awaits me. "I flew through this book... Hot demon lord-check. Action-check. Romance-check. And there's spice! If you love my books, you definitely want to read this one." -Laura Thalassa

As the new Queen's Rider, Ezaara faces monsters, but who is worse? Her dragon masters or the beasts she fights? In Lush Valley, it's a crime to even talk about dragons... When Ezaara meets Zaarusha the Dragon Queen, she's swept up in a blaze of color and they imprint, forming a deep bond. She must give up her home and family to become the new Queen's Rider. Ignorant and unprepared, how can she possibly succeed? Luckily, she has a dragon master - although rumors say she'd be better off with the enemy. Plunged into a world of cutthroat politics and traitors in every shadow, who can Ezaara trust as Commander Zens and his army of bestial tharuks march closer, razing villages and enslaving the people of Dragons' Realm? What personal price must Ezaara and her Dragon Master pay to save their people? A great fantasy read. Dean O'Gorman, actor, Fili the dwarf in The Hobbit

The Legend of Randidly Ghosthound

A Wholesome LitRPG

A LitRPG Saga

Broken by Magic

Cinnamon Bun (Volume Two)

Broccoli Bunch is getting the hang of the explorer lifestyle, and loving every minute of it. Her adventures have dragged her and her new best friend Amaryllis across entire countries in pursuit of more fun, and even more friends. There are dragons to intimidate, tournaments to lose, and secretive plots to stumble across!

For centuries, wizard kings have ruled the world from their elite sky cities, battling each other to add to their wealth and power, while using normal human beings as pawns. Those without magic struggle to feed their families and live in constant fear of bringing down the wrath of their tyrannical masters.Something must change.But great heroes have tried and failed. Rebellions have been quashed, villages enslaved, and warriors executed. Who is left to fight? In the shadow of an active volcano, a small band of downtrodden soldiers and bookish archaeologists hope to find an ancient portal that allows travel to other worlds. Somewhere out there are the allies they need to win the war against their oppressors. Maybe they can even find the dragons that are believed to have built the ancient portals. With such powerful allies, they could finally end the wizards' corrupt rule and bring freedom and prosperity to all of humanity. But our heroes are not the only ones who hunt for the portal, and the wizard rulers will do whatever it takes to keep their power?

From the national bestselling and award-winning author of the Vampire Earth saga comes the first in a fantastic new series.

A Game of Life and Death (Warning: Contains violence as well as adult situations and language) Ben sat down to play a brand-new MMORPG, Eternal Journey Online. Next thing he knew, he had been transformed into his character, first-level Paladin Hawke Lightseeker, and found himself in a corpse-filled cavern complex crawling with monsters and undead. Armed with a sentient sword, Hawke must learn the rules of a reality where magic and power-leveling are as real as swords and knives, and where you only get a limited number of respawns before you die for good. Follow Hawke as he explores the mysterious Common Realm, meets new friends and foes, battles to survive, and learns more about his growing power and inner strength. Note to LitRPG Fans: This novel concentrates primarily on action-adventure, with a focus on power-leveling and learning new magic and class subsystems. Future novels will deal with town and stronghold management. There is also a harem-lite subplot that plays a part in the story without detracting from it.

The Land: Foundin

Art of the Hunt

The Dragon Delasangre

A LitRPG/Gamelit Adventure

Dungeon Born