

The Land Catacombs A Litrpg Saga Chaos Seeds Book 4

“Shades of THE HUNGER GAMES permeate a story centered around two courageous teens determined to buck all odds in an effort to regain their loved ones....ARENA ONE builds a believable, involving world and is recommended for those who enjoy dystopian novels, powerful female characters, and stories of uncommon courage.” --Midwest Book Review A bundle of Books 1 and 2 in THE SURVIVAL TRILOGY, the #1 bestselling series! New York. 2120. America has been decimated, wiped out from the second Civil War. Survivors, far and few between, join violent gangs, predators who live in the big cities. There is only one rule to their stadium, where opponents are made to fight to the death: no one survives. Ever. "Addicting...ARENA ONE was one of those books that you read late into the night until your eyes start to cross because you don't want to put it down." –Dallas Examiner

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.

Betrayed and left for dead by his team, Thorn learned the hard way that the game world of Nova Terra is not all sunshine and roses. Stripped of his destiny, Thorn refuses to let what happened to him control his fate. But, betrayed once, can he really trust the people around him? His encounter with an ancient evil and a forgotten God has set him on the path of a ruler and on a crash course with one of the most powerful guilds in the game. He'll need all the strength, cunning, and courage he can muster if he wants to come out on top. Join Thorn as he continues his adventures in Nova Terra, learning more about himself and the world around him. Nova Terra, your dreams, your world.

As the fighting competition grips Vuzgal, the city-state declares its independence and strength. Alva prepares to retake the lost floor of Water. The Adventurer Guild hones their blades, training and cultivating. They prepare for war, for the Willful Institute to reap what they have sown. Erik and Rugrat's travels take them to the sixth realm, a realm with cities under the sun and dungeons beneath. Not all of Earth's modern knowledge is used to help or heal. The Beast Mountain Range is United under the Empire. Join Erik and Rugrat on their Epic Fantasy journey, even a small party's adventures can build a city and give rise to an Empire. If you love heart-pounding video game action, stats, loot, crafting and matching of realistic technologies with magical abilities. Well, why aren't you reading already? Grab the 6th realm part 1 today!

At the Mountains of Madness

Sword Punk

How to Defeat a Demon King in Ten Easy Steps

How Japanese Video Games Gave the World an Extra Life

Two Week Curse

A Novel

The worlds of noble and guild are about to collide, with seventeen-year-old Allie Donovan as the catalyst... Allie lives in a shadow world until she is thrust into the light of the aristocratic St Mat ease with a blade than a needle, she is stalked along the ancient corridors by a Scottish lord intent on determining why she is among them. She stumbles onto the reason when soldiers arrive to mechanical genius. On the hunt for answers, she breaks into his underground laboratory. There, Allie discovers Zeb is not just constructing sentient mechanical creatures, he is building a devastating military. To protect her friend, Allie will have to stop the guilds from snatching the weapon and its creator. But if she betrays her world, she forfeits her own life. Unless she can rely on bonds of lives... A historical fantasy academy adventure perfect for fans of Libba Bray, Marissa Meyer, and CJ Archer. Keywords: Victorian, young adult, teen romance, paranormal, steampunk, gaslamp, fan of age

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. There is a short skaven adventure at the end

“An epic tale...”—Library Journal A broken nation in need of a savior. Ravaged by plague, decimated by dark magic, infiltrated by a foreign evil seeking to dominate from within, Brynth is on the eve all the good men are dead and gone, who is to answer the call and defy what is wicked for what is right? A Twisted Tale of Three Unlikely Heroes. Heretic monk turned Sorcerer, Aldous Weaver. I fugitive, Kendrick the Cold. Aristocrat, rogue, monster hunter, and legend in his own mind, Theron Ward. Three men condemned to die for their crimes find in each other both the will and the means. Brotherhood with Sword and Sorcery is forged, and all monsters meek and mighty do fear the three. “Gritty, fast-paced and compelling!” Honorable mention in Library Journal's Indie Ebook Awards Magazine Notable 100! Read all the books in the dark and gritty Sword and Sorcery Series! Fire and Sword (Volume 1) Catacombs of Time (Volume 2) I Remember My First Time (short story) The and Stone (Volume 4) As They Burn (Volume 5) Black Sun Moon (Volume 6—a complete, stand-alone novel) Embers On The Wind (Volume 7) Graves of the Gods (Volume 8)

Ten years after Alex and Aaron Stowe brought peace to Quill and Artimé, their younger twin sisters journey beyond Artimé in the sixth novel in the New York Times bestselling sequel series to The Reviews called “The Hunger Games meets Harry Potter.” The Revinir is getting desperate. Following her dramatic abduction of Fifer and Thisbe, the dragon woman traps the twins in an isolated, c surrounds them with four killer dragons in an attempt to coerce them to join her side. Hope finally arrives when Dev sneaks into the castle and the threesome reunites, hatching a plan against the horrifying, that it just might work. But when it comes time to act, Thisbe struggles to confront her deepest fears about her inner levels of good and evil and, to her own dismay, questions if she's all along. In Artimé, Rohan and Queen Maiven join forces with Aaron, Florence, and the others to discover the truth of what happened to the twins. But when Fifer sends a devastating message to they believe in, Rohan attempts to handle the situation on his own...with disastrous results.

Raze

The Cycle of Arawn: The Complete Trilogy

Hatshepsut's Collar

The Eye of Eternity

Saving Seoul

He Who Fights with Monsters

Empires rise, civilisations fall and one culture comes to subsume another. It's the way of the world . . . sometimes ways of life are improved, sometimes they are not. is huge and - usually - unstoppable. In this story, the Ossian way of life is fading and the Dachen way is taking its place and Aren is comfortable with that. Even when treason he supports the establishment and maintains there's been some mistake . . . which is all it takes to get himself and his best friend arrested . . . Thrown into a escape - only to be overtaken by events when they're rescued, and promptly find themselves in the middle of an ambush. By the time they've escaped, they're unavoidably unwelcome saviour - and his quest to overturn to Dachen way of life. If they leave Garric now, they'll be arrested or killed by their pursuers. If they turn him in, Garric with him, they'll be abetting a murderous quest they don't believe in. There are no good options - but Aren will still have to choose a path . . . Designed to return to classic values, from a modern perspective, this is a fast-moving coming-of-age trilogy featuring a strong cast of diverse characters, brilliant set-pieces and a strong character. 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 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 Land was 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 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 in a world where the 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 do? The 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... to The Land! ps - Gnomes still Rule!

The Mist Village has an insidious history. Just beneath the thin veneer of joy and life, the sins of the past lie in wait. Richter will learn that some debts do not just fade away, they must be paid. Luckily, he is not alone. In the village, fighters and smiths, magicians and hunters, will band together to prove an old adage: it takes a village ... to crush you. from publisher's description.

For thousands of years, there has been a cycle: a Demon King rises and conquers, and a Hero is reborn a hundred years later to defeat him. Each time, civilizations are destroyed by the Demon King's hordes, but humanity has remained secure in the belief that a Hero of legend will always save them. There's just one slight problem. It's only been 23 years since the Demon King's latest rise, and this time, he's already conquered more than half the world. If humanity simply waits for the Hero's return, there may be no world left for him to save. She'll out with an ambitious plan. A 10-step plan. She'll find a way to obtain the Hero's legendary sword. She'll earn obscure classes, gain levels, and increase her skills. She'll explore hand-crafted dungeons that seem designed for one specific Hero to complete. And, if she's truly (un)fortunate, she might even find a fairy. She might not be a Hero-but if she's smart, she might still be able to save the world.***This book is an affectionate parody of classic Japanese games like The Legend of Zelda, Final Fantasy, and Dragon Quest. It's also a LitRPG/GameLit subgenre. Game mechanics exist in the world of the story and characters are aware of their existence.

The Symphony of Ages

Swarm 2

Nefertiti's Heart

A LitRPG Adventure

Eden's Gate: the Arena: a LitRPG Adventure

Adult and Uncensored

"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!!!"

"Stephenson has a once-in-a-generation gift: he makes complex ideas clear, and he makes them funny, heartbreaking, and thrilling." -Time The #1 New York Times bestselling author of Anathem, Neal Stephenson is continually rocking the literary world with his brazen and brilliant fictional creations—whether he's reimagining the past (The Baroque Cycle), inventing the future (Snow Crash), or both (Cryptonomicon). With Reamde, this visionary author whose mind-stretching fiction has been enthusiastically compared to the work of Thomas Pynchon, Don DeLillo, Kurt Vonnegut, and David Foster Wallace—not to mention William Gibson and Michael Crichton—once again blazes new ground with a high-stakes thriller that will enthrall his loyal audience, science and science

fiction, and espionage fiction fans equally. The breathtaking tale of a wealthy tech entrepreneur caught in the very real crossfire of his own online fantasy war game, Reamde is a new high—and a new world—for the remarkable Neal Stephenson. SIGNED copies for sale on 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!!! 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
Pathfinder: Origins #1
The Blood of the Spear

The Seventh Bride

The Land: Foundin

The Assassin King

Humanity on the run. Desperate base building. Dark deeds done during daylight. Joe has started to draw attention to himself and his abilities. While some of the attention is good and allows for personal growth, most of it is from various organizations that feel threatened by the sudden upswing of power that Joe's guild-The Wanderers—are attaining. As the threat to earth begins to reach its peak, all of humanity has a choice: flee to Eternium, or stay for an uncertain future. Some stay, some go, some don't make the choice quickly enough. In Arдания, the human Kingdom is seeing an unprecedented influx of people. Supply and demand is an issue no matter where you go, as a civilization of a few million can't prepare to accept an eighth of earth's inhabitants at once. Joe sets out to solve problems where he can, but he can't be there for everyone... especially when a group of smiling enforcers are working to bring him down.

Enjoyable and informative examination of how Japanese video game developers raised the medium to an art form. Includes interviews, anecdotes, and accounts of industry giants behind Donkey Kong, Mario, Pokémon, and other games.

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 MistVillage 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!

Trapped in his own body by a debilitating medical condition, Xavier Lee seeks reprieve from his giant-sized problems through full immersion into the game world of Nova Terra. Billed as the first true alternate reality, Nova Terra runs parallel to the real world and promises to fulfill the fantasies and desires of those who dare plunge into its mysterious depths. In order to adjust to his new life of quests, skill mastery, and magic, Xavier will have to forget everything he knows. As he struggles to make the most of his new-found freedom, Xavier will have to learn to deal with a new body, new friends, and a new world that is much more than it seems. Nova Terra, your dreams, your world.

God's Eye: Awakening: A Labyrinth World Novel

The Legend of Black Jack

Gun Meister Online

The Land: Catacombs 2

Nova Terra: Greymane

Power-Up

An ancient Egyptian artifact is driving Queen Victoria insane, and that's not top of Cara Devon's growing list of problems. Viscount Nathaniel Lyons is a man of numerous secrets, but there is one in particular that threatens his fledgling relationship with Cara. Stunned by Nate's revelation, and before she can absorb the ramifications of his actions, he is arrested, charged with treason and imprisoned in the grim Tower of London. He stole something the mad queen wants, and only has days to deliver, before his date with the executioner. Although sorely tempted, Cara can't let him die on Tower Green, not when their connection means she would share his fate. Only together can Cara and Nate figure out how to wrestle Hatshepsut's Collar from around the queen's neck, before she plunges Britain into a world war. The search for answers sends Cara to the opulent Winter Palace of St Petersburg and the frozen depths of Siberia, with every step shadowed by an enemy with his own dark plans. A steampunk adventure perfect for fans of Gail Carriger, Shelley Adina, CJ Archer and Bec McMaster. Keywords: steampunk, gaslamp, historical fantasy, victorian, paranormal romance, action and adventure, alternate history

The Assassin King opens at winter's end with the arrival by sea of a mysterious hunter, a man of ancient race and purpose, who endlessly chants the names of the pantheon of demons that are his intended victims, as well as one other: Ysk, the original name of the Brother, now known as Achmed, the Assassin King of Ylorc. At the same moment of this portentous arrival, two gatherings of great import are taking place. The first is a convocation of dragons, who gather in a primeval forest glade--the site of the horrific ending of Llauron, one of the last of their kind. They mourn not only his irrevocable death, but the loss of the lore and control over the Earth itself that it represents. The ancient wyrms are terrified for what will come as a result of this loss. The second gathering is a council of war held in the depths of the keep of Haguefort: Ashe and Rhapsody, rulers of the alliance that protects the Middle Continent; Gwydion, the new Duke of Navarne; Anborn, the Lord Marshall; Achmed, the King of Ylorc, and Grunthor, his Sergeant-Major. Each brings news that form the pieces of a great puzzle. And as each piece is added it becomes quite clear: War is coming, the likes of which the world has never known. Cataclysm, both large and small, await in this sixth volume of the USA Today bestselling fantasy series, The Symphony of Ages. A twisting, fast-moving tale, The Assassin King promises endless surprises--most of which lead to pain. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Born a slave, descended of kings, Jareen Velarius just wants to provide the best life he can for his family, but Eidolan is a realm that challenges even the most stalwart of souls. Caught between his masters and those brave or foolish enough to strike against them, Jareen struggles to reconcile his role as a dutiful slave with that of a man who desires to be free. His goal: to return his people to a life stolen by the highlords more than a millennium ago. Auberon Victore, sorcerer, alchemist, son of a powerful overlord, and Jareen's master, creates an alchemic compound he is certain will change the world; he just does not know how. Jareen sees it for the weapon that could break the sorcerers' iron grasp wrapped around the necks of every lowborn in the empire. It will change the world, but not in the way his master desires. Across the Tempest Sea, a mighty storm has raged for a thousand years, keeping a terrible, long-forgotten enemy at bay, an enemy whose cruelty knows no bounds. Only the perpetual storm and their fear of the sorcerer highlords keep the Necrophages from returning to Eidolan and cloaking the empire in death and darkness. But the tempest is waning, and the dissidents' freedom may well come at the cost of their total destruction.

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

A Guide to Skaven

The Merchant Emperor

The Ember Blade

Sixth Realm Part 1

Highlords of Phaer

Obsidian Eyes

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 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.

'To that flash of semi-vision can be traced a full half of the horror which has ever since haunted us' An expedition to Antarctica goes horribly wrong as a group of explorers stumbles upon some mysterious ancient ruins, with devastating consequences. At the Mountains of Madness ranks among Lovecraft's most terrifying novellas, and is a firm favourite among fans of classic horror. The Penguin English Library - collectable general readers' editions of the best fiction in English, from the eighteenth century to the end of the Second World War.

Edgewood is under attack, and the threat of war lingers across the Serpent Sea. In order to protect their village, the members of Unity will need to work together to level-up and find better gear. They'll need to lay the foundation of a castle that can serve as a fortification from intruders. But what if there's a better way? When Gunnar learns that the King of Highcastle will grant an audience to anyone who wins an Arena championship, he decides to enter the competition as a gladiator. If he can earn a meeting with the ailing King and persuade him to stop Dryden Bloodletter, he can save Edgewood and potentially countless lives. He'll also get his name posted in every Arena which could lead Rachel one step closer to finding him. The Arena is a spectacle where people gather to watch fighters put their skills to the test, earn fame, and take home gold. Does Gunnar have what it takes to become a champion or has he bitten off more than he can chew?

Ritualist

A LitRPG Fantasy Series

Predators: A LitRPG Saga

Fire and Sword

Raiders: A LitRPG Saga

The Land: Catacombs

Two brothers. One prophecy. A world in peril. When Kaiel loses his chance to become part of the legendary Daemon Hunters, joining the Bronze Guard mercenaries seems like the logical alternative. It is an opportunity to put his training to use and, more importantly, as the company is currently in the employ of Prince Alesandr, it will allow him to keep an eye on his younger brother, Darien, who's determined to follow his dream of becoming a Ciralys magic-user. But the broken continent of Athmay still bears the scars of the war between the Summoners some three-thousand years ago, and an unexpected battle with a daemon - a remnant of that ancient war - reveals the brothers' connection to a forbidden bloodline. Soon they find themselves on the run from the prince, daemon hordes, and a prophecy that could break the world anew.

Dante Galand is young. Penniless. Alone. But devoted to learning the dark magic of his world. His quest will take him from the city gutters to a foreign land of sorcerers. To a war for independence. And finally, to another war—this time, for his people's very survival. A USA Today bestselling series, THE CYCLE OF ARAWN is a complete trilogy of 1600 pages—more than half a million words of strife, civil war, friendships made and broken, and one man's obsession to become the greatest sorcerer since the days of the gods.

The Origin of many of the Pathfinder's in this special series, and for the elite collector, we have Stjepan Sejic's Art without any trade dress as part of Dynamite's Premium and Signature Program. An exciting new Pathfinder adventure begins! To prove themselves to the Pathfinder Society, Valeros the fighter and his companions must recount tales of their early exploits in a world beset by magic and evil. In this issue, Valeros crosses swords with the brazen barbarian Amiri when both serve as hired guards escorting a doomed caravan through the treacherous Bloodsworn Vale. Sword and sorcery thrills from Pathfinder publisher Erik Mona (Pathfinder: Goblins!) and art from rising star Tom Garcia (Mercy Thompson)! Contains pull-out poster map and official Pathfinder RPG bonus encounter! This issue features bonus content exclusively on comiXology!

The Land: Catacombs A LitRPG Saga Createspace Independent Publishing Platform

Chaos Seeds: Book VIII: Monsters

Reamde

Children of the Horned Rat

Catacombs

The Survival Trilogy (Books 1 and 2)

Dragon Slayers

The long awaited seventh book in Elizabeth Haydon's critically-acclaimed epic fantasy series, the Symphony of Ages. The war that they had feared is now upon them. Ashe and Rhapsody, leaders of the Cymrian Alliance, are gathering their allies to combat the machinations of Talquist, who will soon be crowned emperor of Sorbold. Gwydion Navarne remains by Ashe's side. Anborn, Lord Marshal, has taken to the field. And Rhapsody has been forced into hiding to protect the life of her infant son. The Merchant Emperor of Sorbold has unintentionally allied

himself with a pair of demons and has begun targeting the dragons that remain on the Middle Continent. Talquist will stop at nothing until the Cymrians are wiped out and the entire continent and the rest of the Known World is under his rule. Assailed by danger from all sides, surrounded by lies and intrigue, Rhapsody is left with one undeniable truth: if their forces are to prevail, she must join the war herself, wielding the Daystar Clarion, an ancient weapon whose power is nearly unparalleled. As she struggles to reconcile her duties as a mother and ruler, a danger far more devastating than Talquist is stirring beneath the surface of the land itself. In *The Merchant Emperor*, beloved characters are forced to make soul shattering sacrifices. Bestselling author Elizabeth Haydon has delivered a breathtaking seventh installment to the *Symphony of Ages*. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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!

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.

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!*

Nova Terra: Titan

Brancalonia. Macaronicon

A LitRPG Saga

The Land

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?