

# Barrow King The Realms Book One An Epic LitRPG Adventure

C. M. Carney

**Barrow King: The Realms Book One - (An Epic LitRPG Adventure** C. M. Carney,2018-08-16 Betrayed by those closest to him, Finn Caldwell thought he'd escaped his life of violence and deception. But when a frantic message from his estranged sister draws him into The Realms, the world's most advanced holographic reality game, Finn is forced to embrace his deadly skills once more.The bestselling LitRPG novel. Newly edited and updated.Betrayed by those closest to him, Finn Caldwell thought he'd escaped his life of violence and deception. But when a frantic message from his estranged sister draws him into The Realms, the world's most advanced holographic reality game, Finn is forced to embrace his deadly skills once more. Armed with a mysterious artifact known as a Godhead, Finn becomes the warrior-mage Gryph. Yet, things are not as they seem and to save his sister, he must escape a sentient dungeon by defeating its master the Barrow King.Bonus: Contains Chapter One of Killing Time - The Realms Book 1.5#1 BESTSELLER in Norse & Viking Myth & Legend.#1 BESTSELLER in Role Playing & Fantasy Games.The Realms - An Epic LitRPG Series.1) Barrow King2) Killing Time (A Side Quest).3) The Lost City - NOW AVAILABLE.4) Chaos Rising - Coming Fall 2018

**Barrow King - the Realms Book One** C. M. Carney,2021-02-11 A BETRAYED SPY TURNED NOOB HERO. From the #1 Bestselling Author of The Quintessence: Crucible. Betrayed by those closest to him, Finn Caldwell thought he'd escaped his life of violence and deception. But when a frantic message from his estranged sister draws him into The Realms, the world's most advanced holographic reality game, Finn is forced to embrace his deadly skills once more. Armed with a mysterious artifact known as a Godhead, Finn becomes the warrior-mage Gryph. But, what starts as a rescue mission becomes something far more when Finn learns that The Realms is not just a game, but a real universe, one threatened by the machinations of a mad god. Banished to a horrific sentient dungeon, Finn must learn the rules of this strange new world and defeat an ancient revenant who survives by consuming souls. Only then will he have any hope of saving his sister, and the new world they both call home. Barrow King is the first volume in the #1 Bestselling Epic LitRPG Saga The Realms, a book that is mind blowing and flawless in its execution. -- Ray Johnson of the LitRPG Audiobook Podcast. WARNING: Welcome to your new favorite genre. LitRPG/GameLit books usually feature adventures in a fantasy setting or sci-fi world and feature the

progression and gaming elements from tabletop roleplaying games like Dungeons & Dragons 5e and Pathfinder with epic RPG video games like The Elder Scrolls: Skyrim and MMO's like World of Warcraft. It features leveling up, crunchy stat, an rpg character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. The Realms will take you back to the days when D&D books were new and The Elder Scrolls were a glint in the programmers eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! The Realms is a non harem LitRPG series that contains action violence some swears, but no sex and is appropriate for teens and adults. Barrow King is also available in print and as an audiobook narrated by Armen Taylor. Perfect for fans of The Land: Chaos Seeds, Viridian Gate Online and The Good Guys. The Realms - An Epic LitRPG/GameLit Fantasy Series. Suggested Reading Order. Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God Chaos Rising Ravaged Land

**The Lost City: The Realms Book Two (an Epic LitRPG Adventure)** C. M. Carney, 2018-08-16 The sequel to the bestselling LitRPG epic Barrow King. I cannot believe that idiotic plan worked. The only thing Gryph wanted when he entered the Realms was to find his missing sister. Then he pissed off a power-hungry god, got stuck in the undead hell dungeon known as the Barrow and nearly had his soul consumed. Then things trended upwards, and with the help of a ragtag group of companions, Gryph escaped to a verdant paradise of magic and wonder. But when his exposed secrets lead to betrayal and murder, Gryph is forced to accept an insane quest or his new friends will face the headsman's axe. Now, to stop a world-conquering zealot from capturing an ancient weapon of incredible power, Gryph must become the one thing he never wanted to be, a leader. Standing in his way are a group of crazed cultists, an army of deadly magical machines, and friends who no longer trust him. And he is still no closer to saving his sister. The Lost City, the sequel to the breakout hit Barrow King, is an overflowing cauldron of leveling, world building, humor, and action. The Realms - An Epic LitRPG Series 1) Barrow King 2) Killing Time (A Side Quest) 3) The Lost City

*Ravaged Land* C M Carney, 2021-01-16 WHEN THE GODS WAGE WAR, THE INNOCENT SUFFER. Continuing the #1 Bestselling LitRPG Saga begun in Barrow King. THE REALMS FACE ANNIHILATION, and their greatest defender has gone missing. When Gryph is torn from the Realms by the Light, an ancient secret society sworn to end the threat of the High God Aluran, he has one mission. Get back to the Realms, at any cost. The Light offer Gryph a quest. Help us resurrect the Source and together we can free all the peoples of the Realms. But things are not what they seem and Gryph soon discovers that even in the Light, shadows fester. Shadows that could doom the Realms to eternal darkness. To save his sister, his friends, and the people of the Realms, Gryph must win the war of the gods. Ravaged Land is the seventh book in the #1 Bestselling Epic LitRPG Saga The Realms. WARNING: Welcome to your new favorite genre. LitRPG/GameLit books feature adventures in a fantasy setting or sci-fi world that combines the progression and gaming elements from tabletop roleplaying games like

Dungeons & Dragons 5e and Pathfinder with epic RPG video games like The Elder Scrolls: Skyrim and MMO's like World of Warcraft. It features leveling up, crunchy stats, a rpg character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. The Realms will take you back to the days when D&D books were new, and The Elder Scrolls were a glint in the programmer's eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! The Realms is a non harem LitRPG series that contains action, violence, and some swears, but no sex and is appropriate for teens and adults. The Realms - An Epic LitRPG/GameLit Fantasy Series. Suggested Reading Order. Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God Chaos Rising Ravaged Land Source Forge (Coming Soon)

**Killing Time** C. M. Carney, 2021-03-25 WHAT THE HELL HAPPENED TO LEX? Continuing the #1 Bestselling epic LitRPG series The Realms that began in Barrow King. All Lex wanted was to help his good buddy Gryph find his sister and maybe save the world along the way. But everything goes wrong from the start when Lex gets separated from Gryph during their transfer into the Realms. Lost, alone, and forced to live the same day over and over, Lex must defeat the agent of a despotic god, uncover hidden truths about himself, and find his way back to his friend. If he fails the Realms face destruction. Killing Time is the #1 Bestselling sequel to Barrow King and The Lost City. It is a frenetic LitRPG time travel adventure overflowing with off the wall humor, buffoonish action, way too much stupidity and unique character progression that made one reviewer wish they could Give it Ten Stars. So effing funny! - Clinton Bruce on Amazon. WARNING: Welcome to your new favorite genre. LitRPG/GameLit books usually feature adventures in a fantasy setting or sci-fi world and feature the progression and gaming elements from tabletop roleplaying games like Dungeons & Dragons 5e and Pathfinder with epic RPG video games like The Elder Scrolls: Skyrim and MMO's like World of Warcraft. It features leveling up, crunchy stats, a rpg character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. The Realms will take you back to the days when D&D books were new, and The Elder Scrolls were a glint in the programmer's eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! The Realms is a non harem LitRPG series that contains action violence, and some swears, but no sex and is appropriate for teens and adults. Killing Time is also available in print and as a LitRPG audiobook narrated by Armen Taylor. Perfect for fans of Awaken Online, Ascend Online, The Ten Realms and Groundhog's Day. The Realms - An Epic LitRPG/GameLit Fantasy Series. Suggested Reading Order. Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God Chaos Rising Ravaged Land

**The Realms Book Collection Volume 1** C. M. Carney, 2021-04-07 Get the first two volumes of the bestselling Epic Fantasy series at a Discount. Barrow King A BETRAYED SPY TURNED NEWB HERO. From the #1 Bestselling Author of The Quintessence: Crucible. Betrayed by those closest to him, Finn Caldwell thought he'd escaped his life of violence and

deception. But when a frantic message from his estranged sister draws him into The Realms, the world's most advanced holographic reality game, Finn is forced to embrace his deadly skills once more. Armed with a mysterious artifact known as a Godhead, Finn becomes the warrior-mage Gryph. But, what starts as a rescue mission becomes something far more when Finn learns that The Realms is not just a game, but a real universe, one threatened by the machinations of a mad god. Banished to a horrific sentient dungeon, Finn must learn the rules of this strange new world and defeat an ancient revenant who survives by consuming souls. Only then will he have any hope of saving his sister, and the new world they both call home. Barrow King is the first volume in the #1 Bestselling Epic LitRPG Saga The Realms, a book that is mind blowing and flawless in its execution. -- Ray Johnson of the LitRPG Audiobook Podcast. The Lost City FIRST CAME THE CLANG OF METAL FEET ON STONE ... THEN CAME THE FLAMES. Continuing the #1 Bestselling epic LitRPG series The Realms that began in Barrow King. All Gryph wanted when he entered the Realms was to find his missing sister. Then he pissed off a power-mad god, was banished to the undead hell dungeon known as the Barrow and ended up face-to-maw with a soul eating lich. But with the help of a ragtag group of companions, Gryph escaped the Barrow to a verdant paradise of magic and wonder. Things were looking up, until the revelation of a deadly secret leads to betrayal and murder. Now, to stop a world-conquering zealot from capturing an ancient weapon of incredible power, Gryph must become the one thing he never wanted to be, a leader. Standing in his way are a group of crazed cultists, an army of deadly magical machines, and friends who no longer trust him. And he is still no closer to saving his sister. The Lost City is the #1 Bestselling sequel to the breakout LitRPG hit Barrow King, an overflowing cauldron of leveling, world building, humor, and action that is one of the best LitRPG series out there. -- Andrea H. on Amazon. WARNING: Welcome to your new favorite genre. LitRPG/GameLit books usually feature adventures in a fantasy setting or sci-fi world and feature the progression and gaming elements from tabletop roleplaying games like Dungeons & Dragons 5e and Pathfinder with epic RPG video games like The Elder Scrolls: Skyrim and MMO's like World of Warcraft. It features leveling up, crunchy stat, an rpg character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. The Realms will take you back to the days when D&D books were new and The Elder Scrolls were a glint in the programmers eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! The Realms is a non harem LitRPG series that contains action violence some swears, but no sex and is appropriate for teens and adults. The Realms are also available in eBook and as an audiobook narrated by Armen Taylor. Perfect for fans of The Land: Chaos Seeds, Viridian Gate Online and The Good Guys. The Realms Collection Volume 1 Box Set contains the first two adventures in the Realms. The Realms - An Epic Fantasy Series. Reading Order Barrow King The Lost City Ki

*Killing Time* C. M. Carney, 2018-04 What the Hell Happened to Lex? All Lex wanted was to help his good buddy Gryph find his sister and maybe save the world along the way. But everything goes wrong from the start when Lex gets separated from

Gryph during their transfer into the Realms. Lost, alone, and forced to live the same day over and over, Lex must defeat the agent of a despotic god, uncover hidden truths about himself, and find his way back to his friend. If he fails the Realms face destruction. Killing Time is a novel that bridges the gap between The Realms Book One: Barrow King and the soon to be released The Realms Book Two: The Lost City. It is a tale of adventure, mayhem and loyalty, filled with crazy action, way too much stupidity and tons of laughs. The Realms Reading Order Barrow King: The Realms Book One. Killing Time: The Realms Book 1.5. The Lost City: The Realms Book Two. (Coming Soon)

*The Quintessence* C M Carney, 2021-10-18 Determination. Predestination. Redemption. Aryc Tal Venn was supposed to be the savior of the universe. But a fateful decision left him blighted, unable to cultivate the primal Aether into the life-empowering energy of the Quintessence. With nothing but hope, Aryc undertakes a desperate quest to reverse his blighting. Yet the way is not easy and there are those on Crucible who covet Aryc's lost power. Those who will do anything to take it for themselves. Despite the dangers, Aryc must fight. But when a terrible truth challenges everything he believes, Aryc is forced to question whom he fights for and why? Destiny comes for Aryc Tal Venn and the fate of the universe rests in his hands. Blighted - Book Two of The Quintessence: Crucible continues the epic progression fantasy cultivation series brought to you by C.M. Carney, author of the #1 Bestselling LitRPG Saga The Realms. The book is chock full of Qi cycling, measurable power progression, immortal gods, intriguing characters, deadly mysteries and universe shattering threats. It is perfect for all fans of progression fantasy, including lovers of LitRPG/GameLit, western cultivation, wuxia, and xianxia.

*Awakened - Book One of The Quintessence* C. M. Carney, 2020-04-24 Cultivation. Progression. Ascension. On the world of Crucible, where humanity's spiritual artists train to fight in a war of universal proportions, Aryc Tal Venn has the potential to be one of the gods. But when he accidentally unleashes heretical powers during his Challenge, he is forced to flee his home or face the wrath of the Inquisition. With his sister by his side, Aryc begins a quest to uncover the truth of his own existence. Only to discover a terrible secret. A secret with the power to destroy humanity. Will Aryc master his unnatural powers in time to save the people of Crucible or will he be the harbinger of humanity's destruction? Hit Buy Now or Read For FREE and begin your epic cultivation journey today. *Awakened - Book One of The Quintessence: Crucible* is the first novel in a new epic LitRPG cultivation universe brought to you by C.M. Carney, author of the #1 Bestselling LitRPG Saga The Realms that began with Barrow King. The book is chock full of Qi cycling, measurable power progression, immortal gods, intriguing characters, deadly mysteries and universe shattering threats. It is perfect for all fans of progression fantasy, including lovers of LitRPG/GameLit, western cultivation, wuxia and xianxia.

Grayhold: Sky Realms Online Book One Troy Osgood, 2019-07-30 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.

Killing Time: A Novel of the Realms - (A Humorously Epic LitRPG Adventure) C. M. Carney, 2018-08-16 What the Hell Happened to Lex? - A Realms Side Quest. All Lex wanted was to help his good buddy Gryph find his sister and maybe save the world along the way. But everything goes wrong from the start when Lex gets separated from Gryph during their transfer into the Realms. Lost, alone, and forced to live the same day over and over, Lex must defeat the agent of a despotic god, uncover hidden truths about himself, and find his way back to his friend. If he fails the Realms face destruction. Killing Time is a side quest novel that bridges the gap between The Realms Book One: Barrow King and the The Realms Book Two: The Lost City. It is a tale of adventure, mayhem, and loyalty, filled with crazy action, way too much stupidity and tons of laughs. The Realms - An Epic LitRPG Series. 1) Barrow King 2) The Lost City 3) Killing Time (A Side Quest)

*Dominion of Blades* Matt Dinniman, 2017-03-21 For over thirty years, Dominion of Blades has been the hottest online role-playing game in the world. Any gamer with an immersion rig can enter the world of sword and sorcery, of goblins and dragons, and they can hack and slash their way to glory. But the game is too real for some, and after an epidemic of real-life fatalities, public use of the immersion technology has been banned, causing the game to be shut down. Jonah wakes to find himself in-game, level one, with no memory of how he arrived and no way to eject. With only two companions, trapped in a world that once hosted millions, Jonah must battle his way across a treacherous landscape, fighting virtual monsters, all-too-real pain, and a very human enemy in a desperate bid to survive.

*Scourge of Souls - the Realms Book Four* C. M. Carney, 2021-05-04 GRYPH WOULD GIVE HIS LIFE FOR HIS SISTER, BUT SAVING HER COULD COST HIM HIS SOUL. Book 4 of The Realms. Continuing the #1 Bestselling epic LitRPG series begun in Barrow King. Gryph entered the Realms with one mission, to save his sister Brynn. He didn't want friends. He didn't want responsibilities. He didn't want to care. But even the best-laid plans go awry, and after escaping a sentient dungeon and defeating a would-be world conqueror, Gryph is no closer to finding Brynn. Then, while mourning the tragic death of a friend and grappling with the burdens of leadership, an ally, thought long dead, returns offering the slimmest of hopes. This hope

takes Gryph and his friends on a journey through strange lands where they must outwit a mystical crime syndicate, evade an infallible bounty hunter and face-off against Brynn herself, now a goddess with no memory of her true self. Gryph must triumph over them all. If he fails, both he and his sister will not only lose their lives, they will lose their souls. Scourge of Souls is the #1 Bestselling sequel to the breakout LitRPG hits Barrow King, The Lost City and Killing Time. It is filled with skill progression, crunchy stats, rpg character sheets, great world building, tons of humor and action that is a great continuation to one of the best LitRPG series out there. - thekid on Amazon. WARNING: Welcome to your new favorite genre. LitRPG/GameLit books usually feature adventures in a fantasy setting or sci-fi world and feature the progression and gaming elements from tabletop roleplaying games like Dungeons & Dragons 5e and Pathfinder with epic RPG video games like The Elder Scrolls: Skyrim and MMO's like World of Warcraft. It features leveling up, crunchy stat, a rpg character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. The Realms will take you back to the days when D&D books were new, and The Elder Scrolls were a glint in the programmer's eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! The Realms is a non harem LitRPG series that contains action violence, and some swears, but no sex and is appropriate for teens and adults. Perfect for fans of The Ritualist, Underworld and Life Reset. Scourge of Souls is also available in print and as a LitRPG audiobook narrated by Armen Taylor. The Realms - An Epic LitRPG Series. Suggested Reading Order Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God Chaos Rising The Ravaged Land Source Forge (Coming Soon)

*Dead Must Die* C. M. Carney, 2019-04-16 Simon died once. He'll be damned before he dies twice. Simon never asked to become the new dungeon master of the Barrow, but a millennia-old teenager stuck in the skull of a dead lich has few life options. After bonding with the Barrow's dungeon core, he learns they are near death from hunger and only by consuming the life energy and experiences of sentient beings can they survive. Lucky for Simon a party of murderous adventurers invades the Barrow in search of treasure and glory. They look to be a perfectly tasty meal until one transforms into a mentally unstable fanatic whose specialty is killing the undead in all its forms, especially teenagers stuck in skulls bonded to dungeons. If Simon can't master his new powers, defeat invaders bent on plunder and convince the Barrow to take a kinder, gentler approach to feeding, then he will die a second time. And this time it'll be permanent. *Dead Must Die* is a Short Novella set in the Bestselling *The Realms* universe. It takes place sometime after *Barrow King* but before the events of *Scourge of Souls*. Click Buy Now or Read for Free and read the #1 Bestselling Epic Fantasy series. *The Realms - An Epic Fantasy Series*. Suggested Reading Order Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls

*I Am King* Damien Shillingford, 2020-06-22 A thrilling quixotic adventure for anyone who enjoys an epic fantasy escape like *A Song of Ice and Fire*, *The Rage of Dragons* or *The Lord of the Rings*. This is Book One of *The King Series* set in the

world of Dayconis, a tale inspired by classic fantasy with a twist of West Indian folklore and mythology. Ten-year-old Prince Beaumont has lived a peaceful and secluded life, hidden from his enemies in Mount Hope, waiting for the day he can safely return to the Middle Islands and reclaim his father's crown. With his faithful and loving cousin Julius by his side, he tries to learn everything he needs to know to be a great king. As civil war wages in the Middle Islands, a high-ranking member of the rebels is captured and through torture reveals that the prince is alive and in hiding. Nisila, a warrior and member of the rebel faction supporting Beaumont's claim to the throne, travels to the realm of Hattan with her ever-ready raven companion Shadow-cry, to rescue her prince. Enlisting the help of the New Brotherhood guild, she is granted an escort and protector, Gavin, a cynical war veteran, to aide her in her quest. Meanwhile, the usurper's assassin, Royce, has also arrived in Hattan, hot on Nisila's trail. Once a member of the rebel faction, Royce was forced to change his allegiance when his family was captured by the new King Rancine. With his family held under threat of execution, Royce has no choice but to capture the prince at all cost - or risk losing everyone he loves. As young Prince Beaumont struggles to find his confidence and come to terms with his new life, he must also navigate the conflicting agendas of everyone around him, a tall order for a ten-year-old boy. Will Beau fall victim to these challenges or will he rise above them and one day become the King he was ordained to be? Join Prince Beaumont and his beloved cousin Julius as they brave a foreign world, trying to get back to their homeland in the Middle Islands, and its capital, Aiti. If you enjoy epic adventure, mythical creatures, majestic lands, heroic warriors, and the ultimate battle of good versus evil, then this book is for you. Enough said, let the journey begin!

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