

New Eden Royale A Litrpg Series Book 1

Leveling up on the high seas Castle Sardonis is surrounded by enemies on all sides and dangerously short of supplies. When a needed shipment goes missing the party finds themselves on the high seas beset by pirates and seeking the Goddess of the Sea. New loot, new levels, and new mysteries to unravel as more is learned about the world. Liam, Walt, and Ashley return Immediately following the story from Dungeon Crawl the focus remains with the same group and focused on their struggles within the Crucible Shard. Bonds of friendship continue to grow but they each find themselves pushed in new ways by this world. LitRPG If you haven't read book one and have no idea what this new genre is about that's ok. LitRPG has the focus on characters in a virtual world using those familiar mechanics. It is really a lot of fun and has a lot of enthusiastic fans.

Chris Gordon has never had an easy relationship with the White House. Now, after rescuing his goddaughter from a secret base in New Hampshire, it's reached a new low. You drop one little asteroid onto the continental United States and the entire government goes crazy. On top of that Halloween is fast approaching and demons are popping through into our world every which way. Forced into the world of high level politics, Chris and Tanya and their merry crew will have to stay two steps ahead of just about everyone if they're going to have a chance in hell of preventing all Hell from breaking loose.

A mysterious entity decides to bestow certain individuals with a powerful tattoo. With it, anything becomes possible. The world is changing... and it has yet to be determined if it is for better or worse. Two friends who grew up together, Ace and Vincent, decide to use the tattoo to do what they always dreamed of.

She promised him for better and for worse. Torga's been keeping a secret from his wife. While Reina, an accomplished monster hunter, was overjoyed to be reunited with the man she loves, what would happen if she found out that he was actually one of the largest monsters in history? Torga's plans to reveal himself are interrupted when a conspiracy of other gods sends him and his wife to Helheim, a frozen waste where their skills and magic are stripped away. He'll have to recover his powers, and possibly make a deal with some of Helheim's less savory residents to escape, but will Reina accept his help once she realizes who he really is? He's going to have to convince her, because her mortal body is dying, and if it does, she'll be trapped in Helheim forever. Gather an escort. Acquire a dragon hoard. Build an empire ...Steven Drokharis finally has his own Primacy, and he will stop at nothing to defend it. Luckily, Steven has a new Magician in his Escort, and she's as beautiful as she is powerful. And yet, they are still on a journey of vengeance: his now dead enemy, Rhaegen Mulk, wasn't working alone. At the same time, Mouse wants her own form of vengeance against the Prime who now rules the Rocky Mountains. That's a whole lotta hate, and Steven and his Escort need to unlock the forbidden magic in the third volume of the Drokharis Grimoire if they hope to stand against a world of dragons trying to destroy them. Disclaimer: Montana Firestorm (American Dragons Book 3) is a shoot-em-up, action adventure, urban fantasy novel which is not intended for readers under the age of 18. This novel contains swearing, violence, and a harem of beautiful shapeshifting women that the hero regularly sleeps with-and he does so gladly

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In a world where everyone has power, Nikodemus Kowalczyk was always destined to be an underdog. Niko has long since given up on his dreams of being a world class Battle Artist. Thanks to his damaged core and crazy family, he never stood a chance anyway. With money, fame, and untold power on the line, the corporations decide who wins. End of story. But when a mysterious group, calling themselves the Sages of the Underpass, threaten to upend the entire system with their unorthodox training and cultivation methods, Nikko soon learns that what was once a handicap might be his greatest asset. The only thing standing in his way is a bitter, hard-hearted veteran, who would like nothing more than to see Niko stay in his place. Right at the bottom. Rocky meets Dragon Ball Z in this underdog redemption story from Dragon Award Finalist Aaron Michael Ritchey. Sages of the Underpass is an epic blend of Urban Fantasy, Cultivation, and Magical MMA that captures the passion, the power, and the perseverance it takes to follow your dreams--no matter what kind of artist you are. "Sages of the Underpass is an excellent novel with a fully fleshed-out system for character development. This is a great modern cultivation story!" --Dakota Krout, Author of the Divine Dungeon and the Completionist Chronicles

Ancient Demons. A Terrible Curse. Only one woman can save the day ... though she's not really a woman at all. Winona Treesinger is a Bigfoot-and no, she doesn't just have large feet. She's literally an eight-foot tall walking myth, and the last great princess of the People of the Forest. All she and her people want is to dwell in the deep places of the forest, well away from mankind and the destruction they bring to the land and the world. But when Winona hears about a string of grisly murders in the nearby city of Missoula, she knows in her gut it's the work of an ancient evil, driven away from their lands long ago. Against the wishes of her Father, Chief Chankowashtay, Winona must leave the forest and venture into the world of men, disguised as a frail human, in order to set the balance straight and stop the killings. And with the help of a handsome, slick-talking city detective named Chris Fuller, she might be able to do it. But if Chris finds out what she really is, stopping the creature might be the least of her worries. From James Hunter (author of the Yancy Lazarus series and the litRPG epic Viridian Gate Online) and eden Hudson (author of the Redneck Apocalypse series) comes a gritty, action-packed urban fantasy adventure with a kick-ass heroine, a savvy street cop, and a twist that you won't see coming!

On Frostworld, only the strong survive... Jarl Beckström dreams of one day becoming a great warrior. Sadly, he had the misfortune of being lowborn-classless, unable to level up. He lives the mundane life of a poor mud-farmer, subjected to the whims of the infamous battleborn and the magical fireborn. But legend says that deeds of great courage can change a person's class... When the Clan Lord's son unexpectedly disappears, Jarl sees an opportunity to prove himself a hero and rise above the lowly station of his birth. He goes against the traditions of his people to seek his destiny... and possibly even his death. However, dark things stir in the frozen wilderness. A star has fallen from the heavens and the dead have begun to rise. While clanholds struggle in eternal conflict and powerful men vie for control, only an ambitious mud-farmer and his domineering sister can shed light on the true enemy: the monstrous, undead draugr... Don't miss the start of an epic GameLit/LitRPG adventure with a Viking and Norse Mythology twist. It's perfect for fans of Unsouled, Iron Prince, and Sufficiently Advanced Magic.

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Includes an excerpt from Love on the brain.

The war for survival of the planet Lusitania will be fought in the heart of a child named Gloriously Bright. On Lusitania, Ender found a world where humans and pequininos and the Hive Queen could all live together; where three very different intelligent species could find common ground at last. Or so he thought. Lusitania also harbors the descolada, a virus that kills all humans it infects, but which the pequininos require in order to become adults. The Starways Congress so fears the effects of the descolada, should it escape from Lusitania, that they have ordered the destruction of the entire planet, and all who live there. The Fleet is on its way, a second xenocide seems inevitable. Xenocide is the third novel in Orson Scott Card's The Ender Saga. THE ENDER UNIVERSE Ender series Ender's Game / Ender in Exile / Speaker for the Dead / Xenocide / Children of the Mind Ender's Shadow series Ender's Shadow / Shadow of the Hegemon / Shadow Puppets / Shadow of the Giant / Shadows in Flight Children of the Fleet The First Formic War (with Aaron Johnston) Earth Unaware / Earth Afire / Earth Awakens The Second Formic War (with Aaron Johnston) The Swarm /The Hive Ender novellas A War of Gifts /First Meetings At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

In the northern reaches of Eon, there lies a city cast in shadow, a place for the outlaws and the rogues of the realm to dwell. Free from the reach of Eon's mighty guilds, it is a place where adepts come to live by their own rules and test their strength with techniques long forbidden. The Sky Wolves are no different. Pursued by a group of ruthless killers, Roy and his guild of mavericks have set their sights on the city of Shadowreach in hopes of finding refuge. However, not everyone in the guild may be strong enough to withstand the many threats that lie within the city's walls...In pursuit of greater strength, Roy will attempt to transform his body into a weapon able to withstand the strike of a soulblade or the burn of a mystic's spirit flame. The question is, will it be enough to ensure his survival in the city of rogue adepts?****This is a cultivation novel with wuxia / xianxia and LitRPG elements.****

The gods walk again ... When Marine Corps pilot Jacob Merely crashes during a routine mission off the coast of Cyprus, he was sure it was game over. After surviving the crash and pulling himself onto the sandy shores of a long-abandoned island, however, Jacob unwittingly stumbles headfirst into the ancient ruins of a dead city. Unfortunately, he also stumbles into an age-old battle between good and evil-and he is now its newest recruit. The island once belonged to the Amazons, daughters of Ares, the God of War, and stood as the final bastion between the human world and the monstrosities of the Great Below. But Jacob's arrival has awakened the old gods and disturbed the seal holding the ravaging darkness at bay. Now, with the help of a sacred gem containing Ares' power, Jacob must recreate the Amazonian defenders of humanity and fortify the island stronghold. And if he fails, Hades will unleash his army of the damned and the world of men will fall, giving rise to an age of walking nightmares. "You had me at mythology. You sold me at the crafting, game mechanics, great characters, and serious action. From start to finish, War God's Mantle delivers. Do not miss this book!" - Harmon Cooper, author of Fantasy Online and The Feedback Loop series.

Preorder today at a special discounted price of \$2.99 until release day! 228 B.C.The Roman LitRPG continues as the Second Punic War begins. The stakes for Rome have increased as the struggle for power in the Mediterranean continues!Victor heads back home after a bittersweet battle against the troops of the great Carthaginian general, Hamilcar. He now finds himself as one of Rome's top generals as the bloody Second Punic War begins. The island of Sicilia (Sicily) has shifted towards Carthaginian control and mother Rome is in danger of losing the important strategic island. The needle will shift in either direction during the pivotal battles of the Second Punic War.Victor Maximus will have to continue to improve his weapons, conquer more territory, carefully manage diplomatic relations with his fellow Roman cities, and

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continue to make sure the Gods are happy. The story will take on an Age of Empires flavor as Victor will have to upgrade his warships, siege weapons, and his legionnaires. Also, Victor will have to juggle his lovely women as he meets more lovely women in the lands of Gaul. Can Victor exact revenge for the death of his childhood love and become the top general in Rome? Or will Hamilcar rule the Mediterranean and have Victor's head? Continue the adventure as Victor Maximus licks his wounds. This is a LitRPG set in the real world. Unlike last time, even one lost battle can tip the scales in the Punic Wars. The book is set in real life and the consequences, including the pain, are all too real. Paul McAllister, an aging military retiree, wants nothing more at this point in his life than to put the wars, cancer, and death of his wife behind him as he numbly glides into his final years doing the only thing he still enjoys - selling weapons and his services as a gunsmith on the gun show circuit of the American southwest. Driving down the road in the Mesilla Valley of southern New Mexico, sandwiched in the few hundred yards between the Robledo Mountains to the West and the Rio Grande to the East, Paul loses consciousness while returning home from a gun show. An hour later, he regains consciousness finding himself swept away on the tides of time. Is he really in the past? Is he dreaming? Is he in the midst of a psychotic episode? So begins his journey of discovery. In the process, he fights Apache, Comanche, and Navajo warriors, discovers his roots, mines gold, finds love and friendship, and makes powerful enemies, all while establishing a home in the Mesilla Valley on the banks of the Rio Grande.

"After fourteen-year-old Eden is raped by her brother's best friend, she knows she'll never be the way she used to be"--

Clinical Anatomy of the Eye has proved to be a very popular textbook for ophthalmologists and optometrists in training all over the world. The objective of the book is to provide the reader with the basic knowledge of anatomy necessary to practice ophthalmology. It is recognised that this medical speciality requires a detailed knowledge of the eyeball and the surrounding structures. The specialist's knowledge should include not only gross anatomic features and their development, but also the microscopic anatomy of the eyeball and the ocular appendages. The nerve and blood supply to the orbit, the autonomic innervation of the orbital structures, the visual pathway, and associated visual reflexes should receive great emphasis. The practical application of anatomic facts to ophthalmology has been emphasised throughout this book in the form of Clinical Notes in each chapter. Clinical problems requiring anatomic knowledge for their solution are presented at the end of each chapter. Illustrations are kept simple and overview drawings of the distribution of the cranial and autonomic nerves have been included.

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!!!

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

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treasures within, the Mist Village stares back with a simple message. Come and get it!

It has been thousands of years since Beast-Kind were united under one banner. The empire encompasses most of the known world, driving out or enslaving the lesser races without mercy. In a state of constant war and conquest, they have perfected the art of battle. For commoner wolf-kind, Valian, being accepted and trained in a noble house's army was a dream come true. Without wealth or a family, it was his best shot at attaining honor and glory. Until fate intervened. When, on his graduation day, Valian discovers he's descended from an ancient and long-thought extinct line, everything changes. Now, he'll have to come to terms with his newfound strength while joining a world he has never known. If the threat of his fellow beast-kind wasn't enough, a new danger has awoken on the empire's eastern border. If Valian doesn't rise to the occasion, more than just his own life may be lost. Fans of "Throne of Glass" and "Sword of Truth" will enjoy the dynamic combination of magic and action in Evans' new series, Alpha Rising. "Dark Wolf's Awakening" is the debut novel in the fast-paced epic fantasy series that introduces readers to a savage world ruled by shapeshifters and the beast within.

The 8th Novel of the Internationally Acclaimed Chaos Seeds Saga Over 100 THOUSAND ?????? Reviews A mesmerizing tale reminiscent of the brutality of Goblin Slayer and the majesty of Game of Thrones Audible's Customer Favorite of the Year! #1 Audiobook 2017 #1 in Epic Fantasy || #1 in Humor Welcome my friends! Welcome... to "The Land!" The battle of the dead was won, but at a great cost. Sion, leader of the Mist Village was left with only pain and regret as Richter was claimed by the abyss. What no one but the abandoned chaos seed knows is that he narrowly avoided the curse of the lich Singh, a curse that still hangs above his head. Now, surrounded by miles of darkness and tons of crushing rock, Richter has to find his way back into the light. The only problem is that this monster of a man is being pursued by monsters, a demon and his own foolish choices. Faced with all the dangers of the deep dark, what will Richter say when the buried horrors of The Land come a calling and asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back... to The Land! ps - Gnomes still Rule!

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

In the Bright Flame Kingdom, there exists a small town known as Machen Town. A boy of age 15 called Feng Yu was beaten to death by the son of the Xiang Clan. Upon his death, a soul that seemed to have traveled through time and space quickly took over the body. It was the soul of a martial arts expert from another world also bearing the name of Feng Yu. Seeing that he has been given a second chance of life he decided to take his new identity and his family with him on his journey to the peak of martial arts. This is the story of the Dual Sword God.

Alex is a Glitch Hunter, wielder of a magical bracer that allows him to see the world in terms of things such as hit points and experience. He

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was brought from another world to hunt dangerous creatures called Glitch that defy the natural order. With enough experience he can unlock powerful abilities of his own to fight them. A whole new life The life of a Glitch Hunter has its perks. Being able to move among the powerful, being desired by women, but it holds great risks as well. Saving the city of Falkirk will require Alex to master his new abilities or watch the populace perish in agony.

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!

A ten-million-dollar MMORPG tournament. An invincibility hack gone wrong. Welcome to MythRune. With his glory days behind him and nothing but life as a loser to look forward to, Zane can't wait for MythRune. A first-of-its-kind immersive fantasy game that promises to provide just the escape from reality a washed-up athlete like him needs. But when his younger brother learns he only has weeks left to live, Zane is forced to take his gaming to the next level if he's going to afford to pay for his brother's operation and ditch their sorry life forever. To celebrate the launch of MythRune, the game's developers announce a worldwide player tournament. The prize? Ten million dollars. More than enough. Utilizing a God Mode bug to make himself invincible, Zane aims to win it all without getting caught. But it doesn't work as planned. Between pain-sensitivity glitches, exploitive players, a re-worked world map, and a leveling system unlike anything he's ever seen, Zane realizes there's much more to pro gaming than staying alive. From the authors behind Djinn Tamer comes a brand-new LitRPG series that combines fresh twists with everything you love about the genre--skill trees, leveling, magic systems, party-building, and so much more. Grab your copy today and jump into the game!

Presents the adventures of Exopolis Tower repairman Mishima as he, and other passengers, become trapped underground in a subway car after a massive earthquake.

A haven for humanity. Factions forming and fracturing. The seeds of a new empire. Drew and his team are racing to create a system-recognized 'Habitat'. To make this happen, they must conquer more nodes, deal with an antagonistic superior officer, and possibly worst of all: their own fear. Freeing the troll's sacrificial captives was only the beginning. Now the remnants of humanity must find a safe place to call home. But Nat's Park isn't the safe haven he was promised it would be. Not only do internal politics threaten to rip the survivors apart, an unknown danger haunts the stadium. Drew and his allies will struggle to survive in the changed world after the Advent as fate works to temper them.

Gamers are celebrities. Superstars. Idols to the masses. Only a few ever make it out of Piper's Mill, most toil their lives away in the small town just dreaming of a better life. Liam thought he had a comfortable life all worked out when it winds up wrenched away from him. Drawn into other's schemes to hack the game and steal some spotlight he never expects to find himself playing in a game nobody has ever heard of. He never expects to find himself deep in a dungeon at level one with no gear and barely any skills. He certainly would never anticipate suddenly being tied to forces that promise not just to reshape his life, but the world outside the game. Time to level up.

"Chris and Tanya have been assigned as Coven Rovers, trouble shooters to the supernatural world. Their mission will bring them face to face with wild vamps, powerful witches [sic] and monsters from the darkest Native American legends. But facing the biggest vampire political event in four centuries will be their greatest test. Mixing Chris' s uncertain temper with cranky old vampires may well be the kiss of death"--Cover p.

[4].

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!

A realm aside from our own is the center of the realities, home to every spectrum of magic. From the beautiful to the terrible, it was all held in delicate balance by the Eternal Emperor and his immortal children. For 10,000 years, the empire was the bastion that protected the sentient races from the darkness, but the revolution, and the War of the Gods has changed all that.... Jax is a pretty regular guy, has a job he tolerates, a girl he kinda, sorta loves...and he fights creatures from the UnderVerse in his sleep, leaving him covered in horrific scars when he wakes up. When his brother vanishes and five years later he's kidnapped as well, he's given a stark choice by his ass-hat of a father: Go to the UnderVerse in reality, travel to the capitol of that ruined realm at the center of reality, and open a portal for the Noble Houses to return home...or die. Slowly. That's the good news. The bad is that he has to survive the arena first, to prove his right to go. Twelve will enter, only one can leave....

Discover Dr. Aleron Kong, the Father of American LitRPG! #1 in Cyberpunk and Video Game Science Fiction! Over SEVENTEEN HUNDRED positive reviews on Goodreads!!! The second captivating installment of Aleron Kong's, *Chaos Seeds* series. "We are life takers and heart breakers," Richter shouted. "Let's go!" Richter and Sion are at it again! Even more of what you loved in the first book! Leveling, world building, awesome items, and what's that you say? Sure! Why not? What's a little necrophilia between friends!?! Join your favorite Chaos Seed as he answers the call of adventure and deals with the invaders, greedy dwarves, and a wood elf that keeps telling him he has a pretty mouth! Welcome back my friends! Welcome back... to The Land!!!!

Rogue Dungeon A LitRPG Adventure Createspace Independent Publishing Platform

Roark von Graf-hedge mage and lesser noble of Traisbin-is one of only a handful of Freedom fighters left, and he knows the Resistance's days are numbered. Unless they do something drastic... But when a daring plan to unseat the Tyrant King goes awry, Roark finds himself on the run through an interdimensional portal, which strands him in a very unexpected location: an ultra-immersive fantasy video game called *Hearthworld*. He can't log out, his magic is on the fritz, and worst of all, he's not even human. He's a low-class, run-of-the-mill Dungeon monster. Some disgusting, blue-skinned creature called a Troll. At least there's one small silver lining-Roark managed to grab a powerful magic artifact on his way through the portal, and with it he might just be able to save his world after all. Unless, of course, the Tyrant King gets to him first ... From James A. Hunter, author of the litRPG epic *Viridian Gate Online*, and eden Hudson, author of *Legend of the Treesinger* and the *Jubal Van Zandt Series*, comes an exciting new litRPG, dungeon-core adventure you won't want to put down! "An excellent start to a series, this book has everything I look for in a fantasy novel: action, intrigue, and evolution!" - Dakota Krout, author of the

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Divine Dungeon and the Completionist Chronicles

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.

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

Are you tired of wimpy protagonists who get dragged kicking and screaming into their harems? What about weak-willed MCs who are controlled by their women? Well, fear not. Because Hank McCallum is anything but weak-willed. And in a world where Bunnygirls are slaves, he'll be the master they need and deserve. For their own good, of course.

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

The Latest Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" "This is the world you were meant to fight for!" Welcome to the SIXTH vivacious installment of Aleron Kong's, Chaos Seeds series. The time of hiding has passed. The Mist Village will make itself known. Goblins have invaded Richter's lands. Though the first incursion has been defeated, the anger of Chaos Seed remains. Those who challenge Richter's power will learn there is a reason all creatures fear the mist... it is the home of monsters. For the first time, Richter takes the battle to his enemies. He will live up to his name, and the very Land will shake with this power. With his allies, the Wood Sprites of Nadria, the army of the Mist Village marches to war. Richter has been a healer, an enchanter, a dungeon diver, and a killer. Now he becomes something more. He becomes a RAIDER! This is a world of wonder and horror. This is a world of pain and joy. This is the world of monsters... and the brave men who battle them. Welcome back my friends! Welcome back... to The Land!

Seven months have passed since Chris Gordon met Tanya Demidova. In that time he has adapted to the vast changes in his life. Being faster and stronger, working for a paranormal police unit and dating a vampire. But new threats appear; from the South, from the North, within

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the NYPD and from the U.S. government. But his greatest danger is already inside him.

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