

The Karmadont Chess Set The Way Of The Shaman Book 5 Litrpg Series

The Karmadont Chess Set (The Way of the Shaman: Book #5) LitRPG series Magic Dome Books

Publication Date: July 18, 2014 A new pandemic - the perma effect - has taken over Earth of the near future. Whenever you play your favorite online game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators. But some unfortunates - the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other society misfits - choose to flee real life willingly, escaping to the limitless world of online sword and sorcery MMORPGs. Once a seasoned gamer and now a terminal cancer patient, Max grasps at this final chance to preserve his life and identity. So he goes for it - goes for the promise of immortality shared with a few trusty friends and the woman he loves. Together they roam the roads of AlterWorld and sample its agony and ecstasy born of absolute freedom.

Unlike real life, Max is pretty good at playing games, so when a new limited time dungeon opens up in the virtual reality game he plays boasting a huge cash prize, Max knows he needs to try and complete it if he wants to be able to pay rent this month. Fortunately, the only guild strong enough to attempt to take it on before the timer runs out needs a tank. There's just one problem, he's never played with them before, and even if he convinces the Sisters of Artemis to let him join in time to tank the dungeon and collect the prize money, if they wipe, it's all over. That would be bad because without that prize money, both he and his baby sister will be sleeping in a cardboard box under a bridge, and Max really hates sleeping in cardboard boxes. Been there, done that, sold the T-shirt.

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Mahan's ready for new adventures - just as the gaming world of Barliona thought it was about to re-enter its old comfortable rut. The winds of the Dark Forest have finally died down; Altameda has recognized its new owner while Geranika is nursing new schemes of global destruction. Would Mahan be happy with this predictable old life? We think not! New storylines, new monsters, new dungeons and a new status: our High Shaman hates the daily grind! He wants a new apprentice? - then he'd better find someone who has no right to summon Spirits. A new ship? - it's going to be one of a kind! A new love? Well, we'll have to see, won't we?

The Magic Academy... An institution shrouded in mystery and secrets. People from all over the different empires want nothing more than to enroll, get their hands on the knowledge stored there, become those most respected in the world-mages. Tailyn Vlashich was one of the lucky few admitted without going through the entrance exams. And once inside, he had training, the arena, lessons, and an interesting take on what had happened three thousand years to look forward to, all capped off by a dynamic labyrinth that came with a chance to sit down with the provost. After all, that's who holds the key to the secret of the dragon's blood. But how are you supposed to find time to study when your mentor has a problem he can't handle on his own?

Once again, Tailyn faces a road very much unlike the noisy halls of the academy, life itself reprising its role as his trusty teacher. An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman.

The magic flames are raging. Blades are melting. Souls are reduced to ashes in the fury of battle. The grand finale of the war for the First Temple is upon us. The last trump cards have been played, the reserves are all exhausted, and even the gods have engaged in the plebeian fight. The universe is on the point of collapse. Broken are the chains which hold the worlds together. The icy waters of the Baltic cool the scorching sands of the Frontier. The creatures of AlterWorld spill the first blood on the quiet streets of Earth's cities. What will Max do? Become embittered and butcher his enemies? Seize the deserted castles and abandoned lands? Attempt to save the one who had given her life defending him? Or try to win the jackpot by finding a way home, back to Earth?

An original LitRPG fantasy from one of the fathers of LitRPG. The unrelenting LitRPG bestseller. Translated into English, German, Czech and Korean languages. Yari becomes a Paladin, a supposed warrior of light and justice. But only when he plunges himself into this new world does he fully realize the scope of its decay and corruption. He decides to take justice into his own hands, meting out punishment in accordance with his own inner truth. But that proves to be too little too late. Having enslaved Earth, the Game has already swallowed the entire adjacent Universe. The only thing Yari can do is work out the game's mechanisms, find the admins and force the access keys out of them, then restart the game using the correct algorithms. That's what Paladins do: they always act in accordance with the idea of justice. Even if they're banished from Light, the darkness itself will comply with their law. The problem is, the admins already have their own restart plans. Who will win this race against time? The self-appointed judge or the three immortals? The three books of the series will tell you all about the Dark Paladin's adventures and his struggle for the integrity of this world.

There are whole anthologies of stories out there about what humankind does when a game enters their world. But what about when they're living in one where a game arrived thousands of years before? What if they're the survivors of a

bloody struggle, having fought for and earned their place on the planet? Taily Vlashich was a young nobody far away from all those grander issues. All he cared about was one thing: making his way through a harsh world where the emperor, evil foes, and an impartial god held sway. And the god, of course, demanded nothing less than that all things were done in accordance with its divine will.

Reality Benders is a new series by Michael Atamanov written in a rather rare genre blend of LitRPG, global MMORPG strategy and space adventure creating a seamless picture which unfolds simultaneously in four worlds. One is the Earth with all its political problems and confrontations; the second one a virtual projection of our planet divided into a series of “nodes”; the third one the vast expanse of deep space teeming with civilizations so unlike our own; and finally, a parallel Earth where magic is mundane. Unbeknown to the majority of the Earth’s inhabitants, humanity has been taking part in a game brought to our planet by a highly developed and powerful Geckho civilization. Participating in it can reap considerable rewards as the technologies learned can positively affect both science and everyday life, advancing them decades. Which is why the participant countries aren’t in a hurry to share their discoveries, preferring to act on their own. The game’s events affect the real world - which is why humanity’s potential defeat might have some disastrous consequences for our planet. Gnat is a twenty-year-old gamer and university dropout expelled for organizing online gambling tournaments. He is then offered the choice of either being prosecuted or joining a “research institute studying the effects of virtual reality” as part of a group of fellow gamer dropouts. That’s how Gnat finds himself in the Dome: a classified facility for the faction of players taking part in the reality-bending game. The story is told through Gnat’s eyes as he gradually explores the virtual world and its rules, learning more about players, NPCs and various space races. He’s about to embark on perilous travels through new uncharted lands, meeting our virtual neighbors and learning to find common ground with them; he’s soon to cross swords with space pirates and take part in epic battles which put humanity’s very existence at stake.

Death had only ever been a small misunderstanding for the high mage. After his seventh reincarnation, he'd begun thinking of it differently, viewing it as nothing more than a slight hiccup in his plans. But he'd forgotten one thing: when those plans get in the way of those higher up the ladder, punishment is soon to follow. And one more death brought faint consolation. Sent to another world, he found himself in a stranger's body, though the worst part was that he was left with only the memories he'd built since his previous reincarnation. All the mage had learned before that point was gone. Finding himself in that challenging situation, his dilemma was between carving out his place in the sun and throwing up his hands in despair. But giving in wasn't an option for Leg Ondo. The Brown Bear clan brooked no cowards. If fighting was the way to go, it was a fight to the death, to the last drop of blood. Most importantly, the new world needed to be

explored and understood, the local iteration of magic in particular. Let nobody ever say that the youngest of the Bears was unworthy!

Barliona is back! OLD WORLD, NEW HEROES! What would happen if a professional rock musician joined a virtual MMO in search of inspiration among its gameworld? What would happen if she decided to play as a biota bard, a brand new race of humanoid flora as well as a new class? Whatever would happen, it would surely be fun

An insightful introduction to hippie culture and how its revolutionary principles in the 1960s helped shape modern culture.

- Includes 13 primary sources, including excerpts from articles, speeches, and original interviews, and Abbie Hoffman's trial interview
- Presents original photography by acclaimed photographer Robert Altman, providing views of hippies at the height of 1960s culture

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Attention all LitRPG readers! This is a special-edition bonus story for those Way of the Shaman fans who don't want to wait for the translation of Book Six. This isn't a new novel but a short story chock full of spoilers. The story retells the climactic ending of Book Five from the viewpoint of Anastaria.

A new LitRPG series set in a virtual world of an online MMORPG game! The ads enthused, "The virtual lands of Mirror World await you! Live out your most secret dreams in our world of Sword and Sorcery! Become a Great Wizard or a Famous Warrior! Build your own castle, tame a dragon, conquer a kingdom! All those desperate, lonely and insecure - Mirror World offers you a chance!" But Oleg isn't meant to become a great wizard or a famous warrior. He'll never have a castle of his own. Neither will he ever tame a dragon. And he's definitely not the type to conquer a kingdom, however virtual it may be. Oleg is doomed to toil away in the recesses of Mirror World's mines. His goal is to raise enough money for a heart transplant for his dying six-year-old daughter. The clock is ticking. Will he make it?

More Barliona adventures from the bestselling author of The Way of the Shaman LitRPG series! Reality is cruel. The rising level of technological development has led to a rising level of unemployment. They're laying off everybody, from teachers to technical servicemen. What's the point of holding onto a person if they can be replaced by an advanced mechanism? But what are the people to do? How are they to live? Where are they to get money from? There is only one answer - Barliona. The official government project is gathering steam, luring more and more people into its net. Who knows how people will behave when they lose everything? Brody West is one such person. Unlike most, he doesn't lose heart. A professional project manager with thirty years in the business simply cannot do that. He has a goal, and a clear understanding of how to achieve it. Nobody can get in his way - not the new class, not the strange friend, and not the

unexpected foes.

The Ultimate Diabetic Cookbook for Beginners delivers 100 creative diabetes-friendly recipes with pictures and easy meal plans to manage your type 2 diabetes and take control of your diet. If you're a newly diagnosed diabetic, or even if you've been living with diabetes for years, this book, with abundant information and recipes, will bring you back to being excited about your kitchen again. Kitchen-tested recipes deliver exceptional flavor and maximum nutrition and provide a healthy way to cook and eat that truly benefits everyone but especially those battling diabetes. Taking care of your daily meals in the long term is the starting point of type 2 diabetes management. This diabetic cookbook includes: 21-day meal plan: easily customized according to your weight loss goals and caloric needs One-stop resources on type 2 diabetes: how it develops, what to expect, and nutritional basics 100 delicious recipes: use real food, common ingredients, with complete nutritional information If you're looking for new recipes to try out in the kitchen that are both healthy and benefit your body and heart, then this is the cookbook for you. You don't have to give up your favorite foods, you only need to expand your taste-bud horizons. With the Ultimate Diabetic Cookbook for Beginners, great-tasting meals are never off-limits for people with diabetes.

Improve your chess game the fast and easy way You never get a second chance to make a first impression?especially in the game of chess! Chess Openings For Dummies gives you tips and techniques for analyzing openings and strategies for winning chess games from the very first move you make! This friendly, helpful guide provides you with easy-to-follow and step-by-step instructions on the top opening chess strategies and gives you the tools you need to develop your own line of attack from the very start. Includes illustrations to help ensure victory Equips you with the tools and strategies to plan a winning strategy Also serves as a valuable resource for curriculums that use chess as a learning tool Whether you're a veteran or novice chess player, Chess Openings For Dummies is the ultimate guide to getting a grip on the openings and variants that will ensure you have all the right moves to open and win any chess game.

Mahan ist bereit für neue Abenteuer – und das ausgerechnet, als die Spielwelt von Barliona sich gerade darauf einstellt, in denselben alten Trott zu verfallen. Die Aufregung der Ereignisse im Dunklen Wald hat sich endlich gelegt, Altameda hat seinen neuen Eigentümer mit offenen Armen aufgenommen, und Geranika brütet neue Pläne für eine globale Vernichtung aus. Ob Mahan sich wohl mit seinem vorhersehbaren alten Leben zufriedengeben würde? Doch ganz sicher nicht! Neue Szenarien, neue Monster, neue Dungeons – und ein neuer Status: Unser Hochschamane hasst nur wenig so sehr wie den langweiligen Alltag! Er ist auf der Suche nach einem Schüler? Nun, warum dann nicht gleich einen wählen, der keinerlei Recht hat, Geister zu beschwören? Ein neues Schiff? Dann aber ganz gewiss ein absolut einmaliges. Eine neue Liebe? Nun, wir werden es einfach abwarten müssen, nicht wahr?

Mahan's ready for new adventures - just as the gaming world of Barliona thought it was about to re-enter its old comfortable rut. The winds of the Dark Forest have finally died down; Altameda has recognized its new owner while Geranika is nursing new schemes of global destruction. Would Mahan be happy with this predictable old life? We think not! New storylines, new monsters, new dungeons and a new status: our High Shaman hates the daily grind! He wants a new apprentice? - then he'd better find someone who has no right to summon Spirits. A new ship? - it's going to be one of a kind! A new love? Well, we'll have to see, won't we?

A war has broken out in the Galaxy! The great spacefaring races are all entangled in the fight and, even at the very edge of the known Universe, humanity can hear the echoes of its distant bloody battles. Our suzerains and defenders the Geckho are also caught up in this all-encompassing conflict. Is that a good thing for humanity or not? The answer is up for debate. On the one hand, the Geckho will no longer

take the trouble to defend a planet inhabited by people, which is worrying. But on the other, might humanity have the chance to make a name for themselves and take a more active role in interstellar politics? Gnat is with the Shiamiru crew on the front lines. He's just changed class to Listener and his friends find themselves right in the thick of this grand interstellar war...

For a top-secret research project, airline pilot Christoph Wilder is recruited to fly an A380 equipped with a time machine. But on the maiden voyage, activists hijack the plane and force Christoph to take them back to 1939. Their goal: to kill Adolf Hitler! But the price to pay for averting the Second World War exceeds Christoph's worst nightmares. He has to decide whether to save the dictator's life in order to prevent the downfall of humanity in the present day.+++A fast-paced high-tech thriller from Kindle Storyteller Award winner Phillip P. Peterson +++

Once a seasoned gamer, Max has cheated fate swapping his dying body for an immortal avatar in the world of sword and sorcery MMORPGs. He joins the ranks of a new race of people: perma players, forever stuck in the virtual castles and cities of AlterWorld. Now they have to obey the ever-changing rules of their new home while learning to live together in peace, love and justice. But freedom and immortality are a poisoned chalice. Some of Max's new friends crave power, others become traitors and spies. Soon the first screams of pain fill the virtual world as its freshly-minted slavedrivers and torturers indulge in the absence of law and order. Their crimes provide a constant flow of gold back to their real-world controllers: the power-happy governments plotting to take over AlterWorld's magic technologies and limitless resources. What would you do? Would you step aside and watch the magical world turn into the Earth's dark twin? Or are you strong enough to step in the virtual sharks' way?

A few days have passed since Jason's confrontation with Alfred and he's debating whether to re-enter Awaken Online. Alfred has made a proposition that Jason isn't certain he should accept. After the battle with Alexion, Jason has also been appointed as the Regent of the Twilight Throne. He must assume the mantle of ruling an undead city - with everything that entails. His first task is to investigate the dark keep that looms over the city's marketplace. This act will lead to a chain of events that might ensure his city's survival or create new enemies. Meanwhile, Alex re-enters the game listless and angry after his loss against Jason. With his reputation in the gutter and no prospects, he will face a choice regarding how he intends to blaze his path through the game.

The Dark Herbalist is a cyberpunk LitRPG series currently comprising three novels, all of them Amazon bestsellers. In a typical megalopolis of the near future, lush skyscrapers of the business center give way to drab apartment blocks housing the poorest of the poor: third-world refugees, street gangs and criminal overlords. That's where the story's protagonists live: Timothy and his handicapped sister Valeria who'd lost her legs in a car accident many years ago. Timothy finds a job as a video game plotline tester for Boundless Realm, a giant corporation producing the wildly popular MMORPG game of the same name. The character assigned to him is a goblin herbalist, of all things; his task - to find something that would make this combination interesting for potential future players. There're no guides or manuals to assist him in his work which plunges him into wild untrodden locations far from civilization. His sister Valeria offers her help, creating her own character in order to help her brother. As the two log into the game, they start acting on a hunch, often unwisely, absurdly even. But their abilities to think out of the box allows them to achieve considerable heights - so much so that they attract the attention of both the corporation's bosses and the criminal gangs of their neighborhood. They make new faithful friends (among players as well as some quirky NPCs) and acquire countless followers of their video feeds. They now have lots of fans - and some very powerful enemies. As Timothy realizes he can't stop halfway on

this road to success, he plunges himself into more reckless adventures, each one more dangerous than the one before it, trying to attract the audience's attention to his Goblin Herbalist character and make him stand out from the hundreds of millions of other players. The corporation's bosses keep a close eye on his progress. The problem is, such an interest from the powers that be comes with strings attached. Their outward friendliness and respect might result in a totally different set of problems. Deadly problems.

Olgerd und seine Truppe NPC-Stammeskrieger haben endlich die Verbotene Stadt entdeckt. Das Problem ist, das was sie gesucht haben, haben sie nicht gefunden. Die alten Karten sind hoffnungslos veraltet, und die Hauptstadt der Ennans besteht nur noch aus Ruinen. Und ihre Feinde kommen immer näher. Nocteanische Horden strömen aus dem Silberbergtal herbei, die Armee der Dunklen hat bereits den Schwarzen Strom überquert, und die Mächte des Lichts sind schon bis in die Raureifwälder vorgedrungen.

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. The Virtual World of Barliona is a place of rest and entertainment - but not for everyone. It has become a survival arena for Daniel Mahan after he was sentenced to 8 years in its virtual jail. Mahan has been through it all: the back-breaking work in the mines, betrayal by other prisoners, and finally, the retrial which has released him into Barliona's common world. What more could one want? Mahan could have kept a low profile and enjoy relative freedom while serving the rest of his time. But being a Shaman, he can't help himself. Soon he's a clan leader, taking fifty of the continent's top players to claim the secrets of the Dark Forest.

Offers guidance for using marketing automation technology to define, schedule, segment, and track marketing campaigns, beginning with what marketing automation is and how to get started with the right solution.

The magic flames are raging. Blades are melting. Souls are reduced to ashes in the fury of battle. The grand finale of the war for the First Temple is upon us. The last trump cards have been played, the reserves are all exhausted, and even the gods have engaged in the plebeian fight. The universe is on the point of collapse. Broken are the chains that held the worlds together. The icy waters of the Baltic cool the scorching sands of the Frontier. The creatures of AlterWorld spill the first blood on the quiet streets of Earth's cities. What is Max to do? Become embittered and butcher his enemies? Seize the deserted castles and abandoned lands? Attempt to save the one who had given her life for him? Or try to win the jackpot by finding a way home, back to Earth? If you're a warrior seeking glorious feats, we need you! The walls of the Maragar Citadel are always in need of heroes! Or are you a wizard in search of forgotten lore? One visit to our Ancient Library will reveal you many a great mystery! Or are you an online player craving excitement? Then you'd better hurry! The Maragar Citadel is rife with adventure - choose one to your liking! Performing deeds of online valor is the last thing on Oleg's mind, though. Neither does he care about any ancient lore. He's never trusted adventure, anyway. Mirror World is no place for the likes of him. Still, he's here to stay - at the demand of Reflex Bank which has granted him a loan for his daughter's hospital treatment. Which is the only reason he's joined the ranks of the

defenders of the Maragar Citadel.

What can a game clan accomplish without a castle? The answer is obvious: nothing. Therefore, the main objective of any leader in a game world is to acquire a base of operations. Finding himself in exactly this position, High Shaman Mahan, leader of the Legends of Barliona, accepts an offer from the Emperor and the Dark Lord to vanquish the army of Phantoms that has inhabited Altameda, the phantom castle. However, this seemingly ordinary quest sets in motion such a momentous chain of events that the Shaman can do nothing but resort to his intuition and act on instinct. After all, a player who is being hunted by the three top clans of the continent at once, can do little else...

Read opening chapters here - <http://magicdomebooks.blogspot.com/2019/11/world-of-changed-no-mistakes-by-vasily.html> Let's go! A new, ultramodern mobile game, and the release is just two days away. Be the best, save the planet! Who's going to fight back the monster invasion if you don't? Prerelease already available, no text alerts or payment required. World of the Changed completely modified human consciousness. The incredible graphics that worked even on the simplest of phones. The intuitive interface that made the game accessible for absolutely anyone. The aggressive marketing campaign that put news about the game on every TV, every phone, every tablet. By the time the launch was a few days away, an entire army of fans was out there waiting for just one thing: Hour X. That was what the mysterious developers were calling the release time. But did anyone have a clue what Hour X would unleash on them? Were they ready to pay the price the game demanded? Mark Derwin, a student, was just one of many to have no idea what kind of fate awaited him in the game. All he cared about was jumping into the prerelease as soon as it came out.

The epic conclusion to the New York Times–bestselling Summoner trilogy, by Taran Matharu! Fletcher and his friends fight for survival in the ether, where they pursue a mortally dangerous quest to rebuild their world and broker peace. Even as hatred threatens to turn friend into foe in *The Battlemage*, Fletcher must lead a small army of soldiers into battle to protect his ancestral homeland, and face his biggest challenge yet: his nemesis, the albino orc, Khan, who seeks to destroy everything Fletcher holds dear.

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Daniel Mahan, the legendary Shaman of the Barliona game-world, has served his sentence in virtual reality. Eleven months of adventures and battles in exchange for eight years in prison isn't a bad trade-off. And yet Barliona refuses to relinquish its grip on the Shaman so easily, erasing the boundary between his two realities. It turns out that it's not so simple to leave the capsule—the Way must be completed...

What are you supposed to do when the whole world joins forces against you? Give up, find some hole to duck into, and beg for your life to be spared? But even despite how obvious the answer to that question might be, many an adult had

been dashed on the rocks twelve-year-old Tailyn Vlashich was supposed to climb. Ahead of him lay a secret laboratory belonging to the ancients; behind was a horde headed by his sworn enemy. But through it all, Tailyn had those who loved him, those who believed in him, and that support was enough to carry him to the ends of the earth. There was just one question left to answer: who was the Absorber? And what did he want with Tailyn?

The perma players' new reality gains depth and color. The virtual world has seen its first birth - and its first death. The invisible umbilical cord connecting AlterWorld to Earth grows thinner, and even the Fallen One cannot prevent the looming catastrophe. Could Max have ignored the Russian girl who'd just escaped slavery in a virtual China? Could he have turned a deaf ear to her pleas as the desperate fugitive clutched at straws on hearing her native tongue? All this triggers a full-blown confrontation, sending armies of thousands into battle in the heart of the Frontier, burning kilotons of mana, melting desert sands and hacking through impervious mithril armor. The two nations' furious war cries obscure the sky as the Gods shudder at humans' desperate cruelty.

Barliona. A virtual world jam-packed with monsters, battles - and predictably, players. Millions of them come to Barliona, looking forward to the things they can't get in real life: elves and magic, dragons and princesses, and unforgettable combat. The game has become so popular that players now choose to spend months online without returning home. In Barliona, anything goes: you can assault fellow players, level up, become a mythical hero, a wizard or a legendary thief. The only rule that attempted to regulate the game demanded that no player was allowed to feel actual pain. But there's an exception to every rule. For a certain bunch of players, Barliona has become their personal hell. They are criminals sent to Barliona to serve their time. They aren't in it for the dragons' gold or the abundant loot. All they want is to survive the virtual inferno. They face the ultimate survival quest.

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Not long ago, Daniel Mahan, known to everyone as Shaman Mahan, thought that he had taken his sixth and final step in the Barliona gameworld. Yet life has other ideas. The Corporation decides to resurrect the Lord of Shadow and his entire host. The Corporation's CEO personally pushes the reset button. Geranika and his Dragon of Shadow spring back to life as, meanwhile, the Corporation makes an offer the Shaman can't refuse.

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