

The Land Founding Chaos Seeds Book 1

Dominic Thompson becomes an Infernal dungeon core and is given one task: honor the dark goddess by killing adventurers. Choosing an avatar is merely the first step. To become the greatest, he must make the other dungeon cores submit to him. And that means shattering their jeweled hearts. Or seducing their avatars. Lucky for Dom, the dungeon's avatars are beautiful monster girls. But they're also the fiercest warriors in the realms, and there's a fine line between murder and seduction. This Dungeon Core novel contains harem elements.

A galaxy of ripped men, smokin' hot women, and superpowers we all wish we had. It's the stuff wet dreams are made of. All I wanted to do was have some R&R from my time in space with the Marine Corps. My tour was done, my days fighting bad guys over once and for all... Or so I thought. But damn was I wrong. So fucking wrong. Imagine being told you're going to be responsible for bringing a child into the world, one who would have the power to change it all, to once and for all fight off the evil forces threatening to enslave our galaxy and that of the supers who brought the message. That's what happened to me, and now I have to fly across a foreign galaxy and find the super women whose

DNA would combine with mine to make the perfect match. We're being hunted by supervillains whose mission it is to terminate us, fighting off their minions while... well... you know. Doing what needs to be done to try and create a baby. Don't judge me. Any Marine would've jumped at this opportunity, as crazy as it might seem. Just sit back, strap in, and enjoy the ride. **WARNING:** This book contains graphic adult content, sexy ass ladies, a hot vet who brings it like it has never been broughten, and more super powers and super awesomeness than should be allowed. If any of this offends you, run. If you like it, scroll up and grab your copy today. This is the story of the main character's brother from Supers: Ex Heroes. It can be read first or second, either way works. Coming soon: EX GODS 2 EX GODS 3

Maulkin didn't know dying would mean a new eternity of dungeon delving, monster slaying, and glory hunting. If he had, he wouldn't have been so worried about kicking the bucket on a date gone even more wrong than usual. Reborn in the wild world of Amaranth, Maulkin finds himself in a hulking demi-human body with a sword of a size to match. Marked as an Eternal, a fledging immortal of boundless potential, Maulkin soon discovers he's been given a mission by the elder pantheon of this new realm: Grow stronger. Ascend to godhood. Spread chaos in their name. Oh and fend off that inbound apocalypse, if he can find the time. Who

wants an easy afterlife anyway?

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!

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!!!!

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

The Carter villain school has fled into space and joined forces with the Mad King of New Sahana, but Nick and his fellow heroes-in-training won't let them get away. It's a superpowered battle among the stars, and the stakes have never been higher. But when Nick and his team arrive on New Sahana, nothing could prepare them for what they find. Super-charged genocidal soldiers would be one thing, but nothing could prepare them for alien ghosts, a growing blight, and worst of all, a threat from within that threatens to tear the team of heroes apart. Not that Nick can let all that stop him. To decide the fate of two worlds and protect the women he loves, he will have to lead the charge through an alien world, finally defeat his nemesis once and for all, and break through every one of his power's barriers to become truly unstoppable!

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 fromthe 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!

Craft your own World. Trade with neighboring Empires. Become a God.Garrett thought Terra Forma was just a game, but in reality, it was a test created by a devastatingly beautiful ancient goddess to find the most creative man in the universe.Now, in order to help her defeat an ancient primordial deity, Garrett will have to take a dirt rock and

transform it into the heart of the most powerful empire the universe has ever seen. And to do that, he'll have to unlock portals to other worlds, harvest their resources, and bring back settlers to his world. Sure, it's a nearly impossible task, but at the same time, how often do you get the chance to play god? Warning: This book contains adult elements and sheer incredibility.

Felix would like nothing more than to take a vacation. A long one. One where he didn't have to wake up every morning and worry over casualty lists for the day. Ever since he and the Legion had been forced to flee their headquarters four years previous, nothing had gone quite right. In fact, Felix and the Legion have been locked in a shadow war with enemies unknown. Ones with magic that could carve through their technology easily. As the rest of the world fell apart, tearing itself to pieces at every turn with the return of the old gods, the Legion has held the chaos back. The price in blood has been climbing slowly, lately. Felix suspects there's a change on the horizon. One that he hasn't prepared or developed a plan for. Or so his paranoia has been telling him. That there's a change coming now that'll shake up the world. One that will turn it inside out, Legion and Felix along with it. Felix has decided it's time to push ahead and act. To finish things and protect his people at the same time. To take his Legion and make it safe. Because that's all that matters in the end to him. His Legion. And it always came first. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/harem, unconventional opinions/beliefs, and a hero who is as tactful as a dog at a cat show. Read at your own risk.

Four chronically homeless people—Amelia One Sky, Timber, Double Dick and Digger—seek refuge in a warm movie theatre when a severe Arctic Front descends on the city. During what is supposed to be a one-time event, this temporary refuge

transfixes them. They fall in love with this new world, and once the weather clears, continue their trips to the cinema. On one of these outings they meet Granite, a jaded and lonely journalist who has turned his back on writing “the same story over and over again” in favour of the escapist qualities of film, and an unlikely friendship is struck. A found cigarette package (contents: some unsmoked cigarettes, three \$20 bills, and a lottery ticket) changes the fortune of this struggling set. The ragged company discovers they have won \$13.5 million, but none of them can claim the money for lack proper identification. Enlisting the help of Granite, their lives, and fortunes, become forever changed. Ragged Company is a journey into both the future and the past. Richard Wagamese deftly explores the nature of the comforts these friends find in their ideas of “home,” as he reconnects them to their histories.

Every week, I rise from the dead...Headshot has just gone live and the whole world's playing the new Artificial Reality blockbuster. Unfortunately, unless you can buy your way onto the Survivor's side, you can only participate as a Zombie. Each week, the forces gather to tear each other down to the bone... until, at week's end, the Apocalypse is reset. Ryan's played the Beta for months, but now that his favorite game has launched, he finds it consuming his life--even as he struggles to decipher whether or not there's actually a way to succeed if you're not willing to Pay to Win. But he's got bigger problems to deal with. There's something sinister going on beneath the surface of Headshot, and it looks like he's wrapped up in it whether he likes it or not. Don't miss the first book in a thrilling Post Apocalyptic LitRPG Series. It's perfect for fans of L.M. Kerr, Tao Wong, and Ryan DeBruyn. Also Available on Audible, narrated by the award-winning Vikas Adam (Divine Dungeon Series). *This book was previously published under the same title, but has been polished for this

full series launch by Aethon Books on all platforms.

Discover Dr. Aleron Kong, the Father of American LitRPG! #1 in Cyberpunk and Video Game Science Fiction! Over EIGHTEEN HUNDRED positive reviews on

Goodreads!!!When Richter was drawn into the greatest virtual reality MMORPG ever created, it seemed like a dream come true... until he found that nightmares walked The Land. He was confronted not only with a life and death struggle, but also with questions that would define his very soul. What would YOU do if you were transported into your favorite video game? What would YOU do if the gore, adventure and pain became real? What would YOU do to win? Richter confronted these questions while an enemy lay savaged and screaming at his feet. His lips pulled back in a blood-streaked smile. The answer was simple. "Absolutely anything..." "Welcome my friends! Welcome... 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
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.

A powerful dungeon. A sheep-herder turned Noble. Their path to ascendance through cultivation. Conquering dungeons and using them to grow has long been the most efficient way to become a powerful adventurer. The only thing keeping the process from being easy is the Beasts that inhabit these places. Questions plague those entering this particular place of power: Where do the 'rewards' of weapons, armor, and heavy gold coins come from? Why is a fluffy bunny charging at me? For abyss-sake, why are there so many monsters? Cal has all of the answers to these age-old questions for a very simple reason. He is a Dungeon Core, a soul forced against his will into a magical stone. With the help of an energetic friend, Cal grows a dungeon around himself to bring in new sources of power. When a threat he doesn't fully comprehend bares its many teeth, Cal is determined to survive the attempt on his life. Unfortunately for adventurers, the only way for him to achieve his goal is to eat anyone that enters his depths.

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. 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 Five 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 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 asshat 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....

After a desperate escape from the Blue Stone Island, Skree and his faithful companion Zuka must find a new home for Priestess and the last of the Kobold race. Joining the fiery Captain Fenna Lis and her no-nonsense first mate Hawkins, Skree finds plenty of opportunities to grow in skill and strength. With few options available to him, Skree must provide a haven for his friends and the last survivors of the Kobold race. Luckily, Captain Fenna knows just the right guy to solve their problem, but it won't be easy. Or cheap. Will Skree and Priestess be able to find a home of their own, and if they do, will they be able to protect it from harm in the harsh world of Raiya? Who are the mysterious servants of Abrenacht and why do they want him dead? Can Skree overcome these challenges, level up and beat the game so he can return to his own world? But a bigger question lurks at the back of his mind: Does he even want to go home?

Finn Harris was declared the Mage Guild's champion. However, that was only the beginning of the Emir's competition. The next stage will send Finn and his companions deep into the desert north of Lahab in search of

a long-lost relic. The magical artifact is said to be held within the Abyss. Except, this time, he's not just facing novice mages. Everyone in the region seems to be arrayed against him, god and man alike. Racing against the other two champions, swept into the middle of a conflict between the Emir and those he's wronged, and at the mercy of a manipulative fire goddess, Finn must battle his way through the Abyss and claim his prize.

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?

Hey, bros, Gobta here. And let's just say that if you like dungeons, building planets, conquering worlds, and banging catgirls, you should read this book. And not just because my bro Garrett is a literal god.No. It's because you'll like it.Warning: You may like this book too much. Also, there's a dungeon filled with hot women and tentacles.

Elaine is ripped from this world to Pallos, a land of unlimited possibilities made real by a grand System governing classes, skills, and magic.An ideal society? What is this, a fantasy novel?Adventures? Right this way!A Grand quest?

Nah.Friends and loot? Heck yes!Humans are the top dog?

Nope, dinosaur food.Healing and fighting? Well, everything is

trying to eat her. Join Elaine as she travels around Pallos, discovering all the wonders and mysteries of the world, trying to find a place where she belongs, hunting those elusive mangos, all while the ominous Dragoneye Moons watch her every move.

((Minor Spoiler and Warning at the bottom of the blurb. Please read all the way through.)) Sameerixis, or Sam for those who actually know him, isn't what you'd call normal. He had been a door-to-door salesman, of sorts. One that peddled wares, wishes, and whims to anyone willing to pay his prices. Except that life is gone now. His old business model had been modernized. Email, phone contacts, letters, flyers, business cards, and scheduled consultations. Sam was a man trapped in place by his own success. And loving it. Additionally, he was also the owner of a Private Military Company that specialized in dealing with criminals or those wanted by a government. His goals were simple. Rebuilding his strength, establishing a comfortable life for himself and others, and taking from Jenaphila as much as he could. As he works to complete those objectives though, Sam's going to run up against some of the biggest players in any of the planes. And make enemies out of more than a few. Everything is changing faster than Sam would like it to. Heading right toward what might just be the end of the prime plane itself. Warning: This novel explores dark subjects, and what people will give up of themselves,

and each other, to get what they want. The main character is written as a demon from another plane in a tough situation, and will not make choices that line up with societal and cultural norms. It contains adult themes and moral ambiguities. As with my previous work, explicit scenes are found within. It has violence and a harem relationship.

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!

James loved playing MMORPG games. When he became the first player to reach level 100 in his favorite game, he was offered the chance to test a brand new game. Never one to read the fine print, he jumped at the chance to be the first player ever. Some opportunities are just too good to be true. Finding himself trapped in a brand new world and struggling to survive, James must find a way to master the game and escape the world of Raiya. Angry wildlife, gargantuan monsters, and a mysterious ally are not the only things he has to

worry about on his adventure.

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!

Morgan's life is not easy. Growing up on the streets of City Four, he is constantly shunned by the other citizens. Morgan doesn't mind being ignored. What he does mind, though, are the constant beatings

from the city guards due to his friendship with Sarah, the city lord's only daughter. Lord Simon wants him dead, but the laws of the kingdom are on Morgan's side and even the guards won't kill him, just for being seen near his manor. Morgan's time is running out, though. Lord Simon has deep pockets and his last visit to the manor may just have put him over the edge. Worse, he is nearing his sixteenth birthday, and has yet to awaken any abilities. In a world where might makes right, he has never been one of the mighty. What will he do when faced with a life altering decision and just how will his decision impact those around him? Warning: This book contains profanity, gore and content that may not be suitable for children. This book also contains GameLit elements such as stat sheets, and a form of leveling and experience gain.

Jason logs into Awaken Online fed-up with reality. He's in desperate need of an escape, and this game is his ticket to finally feeling the type of power and freedom that's so sorely lacking in his real life. Awaken Online is a brand new virtual reality game that just hit the market, promising an unprecedented level of immersion. Yet Jason quickly finds himself pushed down a path he didn't expect. In this game, he isn't the hero. There are no damsels to save. There are no bad guys to vanquish. In fact, he might just be the villain. (This novel contains graphic violence and language. If books had ratings, it would

be rated "M" for Mature)

All the wizards were dead, that's what everyone believed, until the son of a blacksmith showed them otherwise. Here begins the tale of Mordecai, a young man who must come to terms with his origin and his hidden power.

The Land: FoundinA LitRPG SagaCreatespace
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In the next book in the Wall Street Journal bestselling Mercy Kilpatrick series, there are no such things as little secrets... Raised by preppers, survivalist and FBI agent Mercy Kilpatrick has a deep-rooted need for a safe place. Her getaway in the Cascade Foothills is her secret. But when skeletal remains are unearthed--those of a murdered man linked to a notorious heist--Mercy realizes she isn't the only one with something to hide. Thirty years ago, an armored-car robbery turned deadly. The mastermind was captured. Four conspirators vanished with a fortune. One of them, it appears, never made it out of the woods alive. For Mercy and her fiancé, Police Chief Truman Daly, their investigation opens old wounds in Eagle's Nest that cut deeper than they imagined. Especially when a reckless tabloid reporter draws fresh blood. It's clear to Mercy that somebody in this close-knit community is not who they seem to be. Some are still shattered by the heist. Some still have reason to be afraid. But which one will kill again and again to hide three decades of secrets? To land this case, it's up to Mercy to unmask a familiar stranger before someone else dies.

Alex was living the life. His life. He worked as a convenience store clerk to pay for his games and books. At 26 years old, he was living the high life of a loner. But a bullet hole in the head ended all that. There was only one problem: he wasn't supposed to die that day. Everyone has a time and a day that they are meant to die. That was not supposed to be Alex's day. So God gave him a choice. Option 1: Soul for soul. He could take the life of the person who was meant to die that day, become that person, and completely forget who "Alex" was. Or option 2: Keep being Alex, and transition to a world where magic was real, a world where God would give him the tools to survive. Alex, who loved fantasy stuff like a crack addict, picked Option 2. So God threw him through a black portal. Once on the other side, and on another world, little did Alex know that those tools would be the ability to use all five Elemental magics. Earth, Fire, Water, Air and Mind. The kicker? The English language seems to trigger them. Now, Alex is in for a world of adventure as he jokingly called himself "The Elemental Summoner," but he didn't know that title was feared by everyone in the world of Boromour. Because once every thousand years, an Elemental Summoner was born who could wield all five Elementals magics and usually ended up destroying everything around them in their quest for power. Except, for Alex, the power is changing him as well. But, Alex meets sexy, and powerful in their own rights, monster girls who might just be able to temper his power to not become evil. This series contains the unabridged text (Meaning adult), mayhem, monster girls, fluffy tails, and just plain lots of magic.

Super powers. Super harem. Super awesome. Contains Adult Content. Seriously. Who in their right mind tells both his lawyer and the judge presiding over his murder trial, "F--k you!" while still in the courtroom? No one, right? Yeah, you'd be wrong about that. I did. You'd say the same thing if you were just found guilty of a murder you didn't commit, though. Call me crazy for going off like that in court, but trust me, you don't know crazy until you see what happened next. I never believed in superheroes. I certainly didn't believe that I'd become one, or that strategically forming a harem of hot chicas and getting down with them to unlock my superpowers would be the key to my survival. Did I say my survival? I meant the universe's. No, really... that's exactly what happened when I was taken to a galaxy of supers, thrown into a prison ship full of villains, and told it was up to me to stop them all. Read on, friend, because it gets a whole hell of a lot crazier from here. WARNING: This book contains violence and sexual situations, a harem, heads exploding, and ample blood. You might cringe, you will laugh, and hell, you might even cry. All of that is on purpose, I assure you. Grab the sequels and audiobook, including SUPERS: EX GODS, the spinoff series.

Book One In The Complete Dungeon Core Trilogy! Ryan doesn't remember much about his life before becoming dungeon core. Only that he had a bit of a disagreement with the church - something to do with a beheading? Now reborn, Ryan begins to arm his darkness dungeon with devious traps, bestial zombies and ill-named skeletal creations, without doing anything too evil. Well,

mostly. Some adventurers just deserve a stalactite to the head. But Ryan quickly learns being a darkness dungeon isn't all loot and bone puns. With a necromancer on the rise and the Adventurer's Guild watching his every move, he must prove that not all darkness dungeons are malevolent... even if they do have a few skeletons in their caverns. Sadly, all of these issues keep distracting him from his own guilty pleasure, skeletal fight club. But don't tell his fairy about that.

An unstoppable curse. A dead man displaced from his time. How do you survive the zombie apocalypse when you started it? Digby Graves, a deceased medieval peasant with delusions of grandeur, is trying to figure out how the hell he ended up in Seattle eight hundred years after his death. Also, why does he have necrotic magic coursing through his zombified body? Added to that is the fact that he made a terrible first impression the moment he woke up by lunging at the first person that came into biting range. Now, the curse he unleashed is loose in the world. Digby has a target on his back and only fragmented memories of his death. He needs to survive long enough to put the pieces back together, learn what it means to lead the horde, and master his power over the dead. Digby might even find a few accomplices along the way, if he can hold off on eating them. The end of the world is gonna get weird.

The end of Jace's quest is at hand, but so is the end of the mortal world. Since earning his way into the School of Swords and Serpents, Jace has gained allies, thwarted enemies, and set out to save reality from unraveling. With the end of the Flame's mission in sight,

Jace is ready to relax and enjoy his last few years at the School. But things are not as simple as they appear. Jace has lost a year of his life. His most trusted friends have scattered to the ends of the Earth. And the enemy that pushed him down the Eclipse Warrior's path is back with a vengeance. With the odds stacked against him, Jace soon learns that he has only one chance to save the Grand Design and restore order to the world. He'll have to push himself to the final level of advancement and become the Eternal Core. Even if it kills him. Eternal Core is the final book in the best-selling School of Swords and Serpents series. Filled with cultivation magic, powerful enemies, and epic battles against impossible odds, this is the final step in Jace's legendary quest.

He didn't know he was playing. Zack was just living his life. It was really a game. When he started to ask questions, everything changed. Zack wasn't supposed to figure it out. He could ruin everything. Zack was disoriented when he woke up. They had welcomed him back. He didn't know where he'd been. He just remembered being 74 and near death. They said he was seventeen. What was this "best score" they kept going on about? Where was this place? Who were these people? And why did they keep talking about the next game? You'll love the first book in the series and get lost in the elaborate world created by Terry Schott. It will keep you turning pages until the end. Get book 1 now. This anthology of essays and articles explores topics ranging from untouched wilderness to scientific ethics—and the nature of curiosity itself. Scientists and

writers are both driven by a dogged curiosity, immersing themselves in detailed observations that, over time, uncover larger stories. As Rebecca Skloot says in her introduction, all the stories in this collection are “written by and about people who take the time, and often a substantial amount of risk, to follow curiosity where it may lead, so we can all learn about it.” The Best American Science and Nature Writing 2015 includes work from both award-winning writers and up-and-coming voices in the field. From Brooke Jarvis on deep-ocean mining to Elizabeth Kolbert on New Zealand’s unconventional conservation strategies, this is a group that celebrates the growing diversity in science and nature writing alike. Altogether, the writers honored in this volume challenge us to consider the strains facing our planet and its many species, while never losing sight of the wonders we’re working to preserve for generations to come. This anthology includes essays and articles by Sheri Fink, Atul Gawande, Leslie Jamison, Sam Kean, Seth Mnookin, Matthew Power, Michael Specter and others.

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