

The Land Swarm A Litrpg Saga Chaos Seeds Book 5

The second time I witnessed Jackson try and kill himself, he was standing in the surf on the ocean's edge with a .22 in his right hand. It was September, and I squinted down the coastline, hoping to see someone, anyone, witness what was about to happen. But there was no one. No one would ever know what caused the jagged, broken pieces of Jackson to collide into my world. No one would know the whole story, the true story. Not unless I kept him alive. I had to keep him alive. If he was going to die right then and there, he deserved to know who I really was, not just who I was pretending to be. I closed my eyes, not knowing if what I was about to say was going to help or hurt the situation. "Jackson, I've been lying to you this whole time." Due to graphic scenes and mature content, this book is recommended for readers 18+.

While responding to a devastating earthquake in South America, Doc Savage and company discover that not only was the disaster far from natural, but that it seems to be linked to a menace that Doc faced many years before. As he begins to investigate, Doc discovers that a number of closed cases that he had considered to be isolated threats were in fact part of a larger web that he never suspected before now.

Margaret Mitchell was as complex and compelling as her legendary heroine, Scarlett O'Hara, and her story is as dramatic as anything out of her own imagination—indeed, it is the basis for the legend she created. *Gone With the Wind* took the American reading public by storm and went on to become the most popular motion picture of all time. It was a phenomenon whose success has never been equaled—and it shattered Margaret Mitchell's private life. In this commemorative reprint of *Road to Tara*, Anne Edwards tells the real story of Margaret Mitchell and the extraordinary novel that has become part of our heritage.

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!

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?

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.

Reading level: 2 [yellow].

Some say that in the city of Orlyn, godhood is on sale to the highest bidder. Thousands flock to the city each year, hoping for a chance at immortality. Lydia Hastings is a knowledge sorcerer, capable of extracting information from anything she touches. When she travels to Orlyn to validate the claims of the local faith, she discovers a conspiracy that could lead to a war between the world's three greatest powers. At the focal point is a prisoner who bears a striking resemblance to the long-missing leader of the pantheon she worships. Rescuing the prisoner would require risking her carefully cultivated cover - but his execution could mean the end of everything Lydia holds dear.

Sprogkursus for begyndere.

"Open Game License version 1.0a"--4th unnumbered page.

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!

With the third realm new challenges arise. Erik searches for Old Hei while Rugrat deals with his broken mana system. For both, their path takes them towards the alchemist association's trial. They didn't mean to get into trouble, they swear, but in the ten realms trouble is not far behind the duo. They'll have to fight across the third realm to complete the alchemist association's trial. All isn't peaceful in the first realm as Alva and Vermire will face one of their greatest challenges yet. Chaos or creation, there's no knowing what might happen in the ten realms.

Travel to the land of Oz with Dorothy and find out what inspired the forthcoming film blockbuster *Oz: The Great and Powerful*

"There's only one rule...don't get hit." Ryan's life sucks. His brother is a jerk, his mom is sick, and his legs are next to useless thanks to a neurological disorder. Plus the world ended two centuries ago from nuclear war. Now, what's left of humanity live below ground, with the only escape from reality being the massive VR world of *Crystal Shards Online*. But even ingame, Ryan's life sucks. Unable to play a combat class due to his condition, he works as a miner, earning barely enough to get by and not nearly enough to afford the operation that will save his

mom's life. When Ryan discovers an item that grants the ability to dodge any attack, however, he has the chance to become one of the game world's most elite and sought after players: a Dodge Tank. But for someone who's never played a combat class, success isn't so easily had. To save his mom, Ryan will have to overcome his disability and level his way to the top. But the real-world consequences are more far reaching than he ever could have imagined and the fate of not just his mother, but humanity itself, may be resting in his hands... WARNING: Contains RPG mechanics, detailed party combat and giant boss fights. If these things do not interest you, then this is not the book for you! BUY DODGE TANK TODAY!

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.

The “provocative and entertaining follow-up” to *The Forge of God*: Exiled from their planet, humans unite with one alien race in the fight against another (Publishers Weekly). The *Ship of the Law* travels the infinite enormity of space, carrying eighty-two young people: fighters, strategists, scientists—and children. After one alien culture destroyed their home, another offered the opportunity for revenge in the form of a starship built from fragments of the Earth’s corpse, a ship they now use to scour the universe in search of their enemy. Working with sophisticated nonhuman technologies that need new thinking to comprehend them, they’re cut off forever from the people they left behind. Denied information, they live within a complex system that is both obedient and beyond their control. They’re frightened. And they’re waging war against entities whose technologies are unimaginably advanced and vast, and whose psychology is ultimately, unknowably alien. In *Anvil of Stars*, the multimillion-selling, Nebula Award–winning author of *Eon* and other science fiction masterpieces “fashions an action-packed and often thrilling plot; by using each of the well-depicted alien races to mirror human behavior, he defines what it means to be *Homo sapiens*. . . . A gripping story” (Publishers Weekly).

A new update arrives to the ultra-popular online game, *Realm of Arkon*. With Patch 17, the level of immersion experienced by players in their gaming capsules has made virtual reality indistinguishable from the real world. But every gamer's dream becomes a nightmare for Roman Kozhevnikov after he gets confined to Arkon against his will. And not just to Arkon, but to its deadliest zone--Demon Grounds. Playing, or rather living as his character Krian, it's not just about survival for Roman. He longs to exact revenge for his banishment to the virtual world where the sensation of pain has reached one hundred percent...

Minalan gave up a promising career as a professional warmage to live the quiet life of a village spellmonger in the remote mountain valley of Boval. It was a peaceful, beautiful little fief, far from the dangerous feudal petty squabbles of the Five Duchies, on the world of Callidore. There were cows. Lots of cows. And cheese. For six months things went well: he found a quaint little shop, befriended the local lord, the village folk loved him, he found a sharp young apprentice to help out, and best yet, he met a comely young widow with the prettiest eyes . . . Then one night Minalan is forced to pick up his mageblade again to defend his adopted home from the vanguard of an army of goblins - gurvani, they call themselves - bent on a genocidal crusade against all mankind. And that was the good news. The bad news was that their shamans were armed with more magical power than has been seen since the days of the ancient Imperial Magocracy - and their leader, a mysterious, vengeful force of hate and dark magic, is headed directly to Boval Vale, along with a massive invading army of gurvani. The good people of Boval and their spellmonger have only one choice: to hole up in the over-sized Boval Castle and hope they can endure a siege against hundreds of thousands of goblins. When the people look to him for hope, Minalan does his best, but the odds are depressing: there are multitudes of goblins, and they want Boval Vale as a staging ground for a vengeful invasion of the whole Five Duchies. Add to his troubles a jealous rival mage, a motley band of mercenaries, a delusional liege lord who insists victory is at hand despite the hordes at his door, a dour castellan, a moody, pregnant girlfriend and a catty ex-girlfriend who specializes in sex magic - all trapped in a stinking, besieged castle with no hope of rescue, and you'll understand why Minalan is willing to take his chances with the goblins. All that stands between the gurvani horde and the people of the Five Duchies is one tired, overwhelmed baker's son who wanted nothing more than to be a simple village spellmonger!

“An exceptional, fast-paced thriller featuring a tech-empowered assassin whose pattern and objective you’ve never seen before, chased by a heroine with tenacious grit.”—David Brin, author of *The Postman* and *Existence* Quinn Mitchell is a nine-to-five spy—an intelligence analyst for the CIA during the day, and a suburban wife and mother on evenings and weekends. After her young daughter is killed in a tragic accident, sending her life into a tailspin, Quinn hopes to find a new start in her latest assignment: investigating a series of bizarre international assassinations whose victims have been found with numeric codes tattooed, burned, or carved into their flesh. As Quinn follows the killer’s trail across the globe, always one body behind, she begins uncovering disturbing connections between the murders—and herself. Every lead she tracks down in pursuit of the assassin brings Quinn one step closer to the Epoch Index, a mysterious encrypted message discovered in the archives of the Large Hadron Collider. Its origins are unknown and decrypting it is beyond even the CIA. Yet nothing else can possibly link together a slew of unsolvable murders, an enigmatic and sophisticated serial killer who always seems to be three steps ahead, a quirky young physics prodigy whose knowledge extends well beyond her years, and, underlying everything, the inescapable tragedy of Quinn’s own past. Discovering the meaning of the Epoch Index leads Quinn to a shocking twist that shatters everything she thought she knew about the past, the future, and the delicate balance of right and wrong that she must now fight to preserve.

The Land: FoundinA LitRPG SagaCreatespace Independent Publishing Platform

A background book on the skaven telling their secret history as well as how to spot and destroy them. For roleplayers you can learn how to create your own skaven clan, descriptions of the skaven fom, society and mentality. There is a short skaven adventure at the end

Jason wakes up in a mysterious world of magic and monsters.It's not easy making the career jump from office-supplies-store middle manager to heroic interdimensional adventurer. At least, Jason tries to be heroic, but it's hard to be good when all your powers are evil.He'll face off against cannibals, cultists, wizards, monsters...and that's just on the first day. He's going to need courage, he's going to need wit, and he's going to need some magic powers of his own. But first, he's going to need pants.After cementing itself as one of the best-rated serial novels on Royal Road with an astonishing 13 million views, *He Who Fights with Monsters* is now available on Kindle. It's perfect for fans of *Pirate Aba*, *Dakota Krout*, and *Luke Chmilenko*.

His friends are dead and now Derek is trapped as a human and branded by magic. Not that he has anything against human, after all some of his best friends were human, however its just not for him. Now thrown out of his own reality he has to find a way to break his bindings and find a way home. Although he is an accomplished psychic Derek realizes that perhaps this may be the wrong skill set to bring to bear on ancient magics and devilish dragons. Now he has to explore the very building blocks of magic to take control of his destiny. Unexpectedly, while he's taking control, events occur that may lead to the end of the world as we know it. Mad mages, hordes of demons and unfortunate explosions follow him as he attempts to save the world. Which begs the question, what does happen after the apocalypse?

"Brian Ference writes a thrilling creature tale... With lots of action, gore and plot twists that will keep you guessing throughout. Praise for Lupari Werewolf Hunter. Highly recommended!" - Chris Turner, author of Denibus Ar and many other fantasy, adventure, and science fiction novels. "If you are a fan of werewolf fiction, this series is a must-read. Ference's writing and ability to spin a powerful tale is top notch." - Nickel Crow, author of Master of the Hunt "The visceral action scenes Ference writes will leave your heart pounding" - Toneye Eyenot, author of Blood Moon Big Top and Wolvz: Whispers of War Sage Holdsworth is a gifted painter with a terrible secret. One thing Sage cannot conceal is her infatuation with the handsome and charismatic Dorian Gray. Sage creates a lifelike painting of Dorian and a small wolf pup, but there is more to the painting than meets the eye. As Dorian unlocks his inherent darkness, a werewolf is spawned that begins killing in the streets of London. The lycanthrope turns to killing Dorian's enemies, but who is the real monster here? Sage never imagined her passion would give birth to a vicious monster that could cost her everything. Can Dorian and Sage save their souls? Or will the beast consume them all? This is the first book in The Wolf of Dorian Gray series: A Werewolf Spawned by the Evil of Man (Book 1) Purgatory of the Werewolf (Book 2) Lupari: Werewolf Hunter (Book 3) "Rarely does romance and revenge intersect so pleasurably and delicately, forming a dance of passion and purpose that embraces a soul search and a confrontation between choices of salvation and sin." - Midwest Book Review "A delectable page turner. An excellent debut by Brian Ference. Full of excitement, anticipation, and rich scenery." - Pavan ?????? "It has something for everyone with action, romance, and mystery." - Rachel ?????? "Ference's debut puts a twist on Oscar Wilde's classic The Portrait of Dorian Gray, adding the dimension of a wild beast. The arrangement smoothly parallels the original...Victorian gentleman Dorian remains stunningly handsome after his youthful self is captured by an exceptionally talented artist in an eerily powerful painting. However, Dorian is not alone in this portrait; also depicted is a wolf cub, and after the painting is hidden away, the wolf is the one to change. A element of intense violence is added to this version, and there are some gender swaps, but the plot of a young man led astray into lusty debauchery remains the same. Passions and betrayals abound. Ference lifts some lines from Wilde's text and adds his own gift for description: 'Flowers, bright in sapphire blue and crimson reds, sang out from every corner of the ornately decorated room.'" - Publishers Weekly "There on my desk is the first passionate love-letter which I have ever composed in my life--and it is addressed to a dead girl." "The wolf had begun hunting human prey. They were plentiful in the dark city streets and provided enough good meat to satiate his gnawing hunger. He was still very careful not to let any who saw him live. To do otherwise would displease the Master. He would only stalk those people that were foolish enough to walk alone in the night." "The engorged moon hung full and low in the sky like a yellow skull. Misshapen clouds stretched across the floating orb with elongated hands and bony fingers grasping. As they neared the docks, the gas lamps grew fewer and the streets gloomier. The cobblestones blackened as they passed the deserted brickfields. Bottle-shaped kilns spat their outrage with orange tongues of fire into the cooling air. Mangy dogs snarled in hunger and wandering sea-gulls screamed their displeasure at the hansom's passage." Read more at brianference.com

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!

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

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

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

After a well-deserved slumber, Derek wakes up to a few changes. His elf went off on a quest to save the elementals without him. Despite his concerns that this may lead to another disaster for someone, he has to admit there's a lot requiring his attention. New portals open, new possibilities and horizons lay before him. It is time to find out where the other permanent portals go to.

This may incidentally narrow down where the army of demons is headquartered in, however with the dimensions locked down and chained up, he may have to travel the hard way. So many things to do. So little time. With the second demon invasion on the horizon, Derek attempts to get a coalition of allies to face it. At least in between his more important research projects.

However new threats continually distract him, such as vampire gods, aliens, and interplanetary attacks. Why is it always so hard to get a moments peace to read a good book?

Rock Star! Things were starting to look up for Magelord Minalan the Spellmonger - the magic mountain in his domain not only made him a wealthy man and the most powerful mage in history, it also produced a lode of magical gemstones with unique properties - properties the Alka Alon, the masters of magic on Callidore, are fascinated by. When Minalan gets his chance to trade some of his magic rocks for ironite, he finds himself in a position to raise hundreds more magi with the stones . . . making them High Magi. But as valuable as that bargain is for prosecuting the war with the Dead God and his sinister armies, such power comes with a hefty price. Every new High Mage Minalan raises presents potential new problems. The Magelords have inspired fear in their neighbors. The warmagi invent deadly new spells. The lower orders of magi are getting restless. The mage-led Sevondor Town wants a new charter. King Rard and the royal court are pressuring the nascent Arcane Orders politically. Some magi are crossing the Penumbra and taking stones from the goblins, as well as taking their service. And some are just starting to get a little crazy. It makes a nice, normal little raid on his lands seem refreshing in its simplicity. In trying to balance the needs of the war with the needs of a well-ordered Order, Minalan finds himself making compromises, cutting deals, and bargaining what power he has in a high-stakes game where Chaos seems to be the only player who knows the rules. The temptations of his position and the power he wields are great, but so, he discovers, are the responsibilities. But when his patience seems nearly exhausted and his alliances seem ready to crumble, a massive army emerges from the shadowy realms and strikes south, forcing the High Magi to rally around the Spellmonger in defense of the kingdom. As the genocidal goblin army marches toward the once-prosperous cottonlands of Gilmora, Minalan and his High Magi must defend a single bridge against them at all costs. And they are ready to. But the plans of magi count little when the powerful and subtle mind of the Dead God opposes them. For when the die is cast and the first blow is struck, it becomes clear that nothing is as Minalan had foreseen. As disaster looms for the human kingdom and even the Alka Alon are threatened, only a desperate appeal to divinity, a dangerously risky adventure and a little classy enchantment offer any hope against calamity. For the day has come when all that stands between ruin and survival is the bravery and cunning of the Spellmonger and his High Magi!

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!!!! Nyumbani is the Africa of a world other than the one we know - a world in which legend and history are one and the same, as are magic and reality. The vast, diverse continent faces menace on a terrifying scale, perpetrated by the Erriten, sorcerers who seek conquest and domination for themselves, as well as the ultimate ascendance of the unholy deities they serve. For those who are determined to forestall the horrendous aspirations of the Erriten, a weapon is needed - a weapon in the form of a warrior unsurpassed by any other. Such a weapon must be shaped in the fiercest of heat, and sharpened by the most arduous of circumstances. Only then can the warrior's promise bear hopes for fulfillment. This warrior, this weapon of destiny is - Imaro. Betrayed by those closest to him, Finn Caldwell thought he'd left behind his life of secrets and violence. But when an old colleague delivers a message from his estranged sister begging for his help, Finn enters The Realms, the world's most advanced holographic reality game and becomes the warrior mage known as Gryph. Armed with a mysterious artifact known as a Godhead, Gryph must defeat the Barrow King, escape the dungeon and stop a power mad tyrant, or he will never see his sister again and the world will fall to darkness.

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! These stories give expression to a universal hunch that we live among ghosts. Selected for their literary style, psychological complexity, and enduring power to electrify both the imagination and the senses, this edition includes H. P. Lovecraft's essay, "On the Supernatural in Poetry," along with brief author biographies.

Welcome to Long Awaited seventh novel of the Best Selling LitRPG Saga, Chaos Seeds, by Aleron Kong. A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 in Epic Fantasy -- #1 in Cyberpunk -- #1 in Video Game Fantasy In The Land: Predators, the Mist Village has harnessed its power. Core buildings, Professional fighters and now, their own Dungeon, the settlement is primed to grow into a kingdom of true power and magic. The path to power has not been without risk, however. The MistVillage has been noticed. Evil nobles from the Kingdom of Law, bloodthirsty goblins from the Serrated Mountains, an undead lord with a penchant for human sacrifice and fanatical kobolds from the Depths, all plot the village's destruction. The predators are circling. Richter's people are horribly outnumbered by foes whose own power has been entrenched for thousands of years. Richter and Sion need to be stronger than ever before. Luckily, they are. New skills have been learned, stronger enchantments have been wrought and the hundreds of villagers have answered the call to adventure. The Companions do not stand alone. While many eyes have turned towards the mists, wanting to take the treasures within, the Mist Village stares back with a simple message. Come and get it!

Landing in Darom, Startum Ironwolf is confronted by the devastation being wrought by the Chaos Storm alliance and is forced into a guild war of epic proportions. With the beginnings of a massive invasion from the northern tribes looming on the horizon, Star fights his way across the Kingdom of Kader to reach his friend. Along the way, the face of the true enemy is revealed with the deception of a close friend. Somehow, Star and his allies must survive the betrayal and the overwhelming odds stacked against them. WARNING: This is a LitRPG story and contains explicit intimate relations, explicit violence, explicit expletives, cussing and swearing, explicit hacking and slashing, betrayals, pant wetting, improper use of motorcycles, general speeding, polyamory, theft, arson, egg-laying, open relationships, power leveling, twinkling, PVP, ogling of demi-

humans, ogling of humanoids, ogling of monsters, PVE, spawn camping, trespassing, dwarf tossing, cell phone hacking, account hacking, attempted rape, adult situations, violations of civilian rights, a dire wolf with an attitude, infidelity, bawdy relations with Orcs, Goblins, Trolls, Beastkin, Gnomes, Dwarves, Elves and monsters, MMORPG-style violence, allusions to nonconsensual relations, consensual relations, wolves and bears as pets, nudity and nakedness, no bras, naked raids, murder, attempted murder, atheism, rationalizations, man-handling, decapitations, pirate on pirate violence, gossiping, defenestration, sexual harassment, religious rationalizations, unusual morals, NPC relations, player relations, possible centaur riding, stalking, looting, womanizing, mansplaining, bribery, LAN parties, fantasy depictions of mages and warriors, highly risqué fantasy gaming tropes, personal rants, assault and battery, stabbings, cannibalism, general mayhem, specific mayhem, immolations, explosions, siege weapons of mass destruction, existential discussions, controversial topics of sci-fi fandom, real-world intimate relationships, in-game intimate relationships, playing the field, disrespect for authority, womansplaining, realm invasions, mind control fears, bad tempered marines, conspiracy theories, cohabitation, men playing women, digital prostitution, exsanguinations, women playing men, references to science fiction literature and television, references to gaming, playing MMOs for too many hours straight, government surveillance, jelly donuts, inappropriate gaming names, player abuse, interrogations and torture, chest ogling, grocery store misconduct, talking on a cell in public, relational misconduct, magic misconduct, fangs, general misconduct, voyeurism, making out sessions, heavy petting, insanity, random violence, promiscuity, werewolves and vampires that like to kill, evil gnolls and goblins, good orcs and bad orcs, too much drinking, dismemberment, abuse of authority, abuse of popularity, electrocutions, freeze blasts, arcane explosions, destruction of property, public indecency, annoying escort quests, rezzing and resurrections, castle sieging, city ransacking, slavery, raping and pillaging, role-playing, abuse, crazy ex-girlfriend flashbacks, nutshots and eye poking, the stabbing of private organs, pick-up groups, fast-moving zombies, hunting for food and xp, excessive violence, bareback riding, troll hating, camping, grieving, obstruction of justice, justified vengeance, biting, backstabbing, clawing, trash-talking, open-minded discussions, bitching, close-minded hate, personal opinions, and anything else offensive I may have forgotten to mention. Read at your own risk.

Now with a new Afterword by Eric Flint The Ultimate Y2K Glitch.... 1632 In the year 1632 in northern Germany a reasonable person might conclude that things couldn't get much worse. There was no food. Disease was rampant. For over a decade religious war had ravaged the land and the people. Catholic and Protestant armies marched and countermarched across the northern plains, laying waste the cities and slaughtering everywhere. In many rural areas population plummeted toward zero. Only the aristocrats remained relatively unscathed; for the peasants, death was a mercy. 2000 Things are going OK in Grantville, West Virginia. The mines are working, the buck are plentiful (it's deer season) and everybody attending the wedding of Mike Stearn's sister (including the entire membership of the local chapter of the United Mine Workers of America, which Mike leads) is having a good time. THEN, EVERYTHING CHANGED.... When the dust settles, Mike leads a small group of armed miners to find out what's going on. Out past the edge of town Grantville's asphalt road is cut, as with a sword. On the other side, a scene out of Hell; a man nailed to a farmhouse door, his wife and daughter lying screaming in muck at the center of a ring of attentive men in steel vests. Faced with this, Mike and his friends don't have to ask who to shoot. At that moment Freedom and Justice, American style, are introduced to the middle of The Thirty Years War. At the publisher's request, this title is sold without DRM (Digital Rights Management).

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