

Viridian Gate Online Cataclysm A Litrpg Adventure The Viridian Gate Archives Book 1

"Mr Binet tells an exciting story with a fresh perspective on the future of society and Artificial Intelligence. I could not set the book down, and with the twist at the end I already can't wait to read the sequel! Reading Mr Binet, the feeling it gave me was like when I read Three Body Problem for the first time." Richard Kelley, Phd, Chief Engineer, Nevada Advanced Autonomous Systems Innovation Center, University of Nevada, Reno, USA.

Viridian Gate Online - Cataclysm

The author of the Yancy Lazarus series introduces a golem forged from the ashes of WWII in “a dark tale of vengeance and redemption” (Domino Finn, author of the Black Magic Outlaw series). Levi Adams is a soft-spoken, middle-aged Mennonite man—at least he tries to be when he’s not murdering people. Levi’s a golem, a Mudman, crafted from the muck, mire, and corpses of a World War II concentration camp and saddled with a divine commission to dole out judgment on those who shed innocent blood. But now, after seventy years as a cold-blooded murder machine, he’s turned to AA meetings and church services to help change his grisly nature. Until he runs across a wounded girl, Sally Ryder, during one of his “hunting expeditions.” Someone is attempting to revive a pre-Babylonian murder god, and the road to rebirth is paved with dead bodies. Lots and lots of them. Now, Levi must protect Sally—the key to an unspeakable resurrection—and defeat a Nazi mage from his murky past, one who holds a terrible secret about the Mudman’s unorthodox birth. It’s a secret Levi would pay anything to uncover: maybe even Sally’s life. If Levi isn’t careful, he may end up turning into the monster he always imagined himself to be. “A timeless tale of striving against evil . . . Highly recommended if you like paranormal thrillers, psychological thrillers and books such as Jeff Lindsey’s Dexter Morgan series, Thomas Harris’ Hannibal Lecter books, the TV show Supernatural.” —Port Jericho “A mash of styles and creative ideas, blending religious mythology from Jewish and Christian beliefs alongside Nazi atrocities and supernatural ghouls.” —TheBookBeard’s Blog

The Tome of Excess is a sinfully indulgent supplement for Black Crusade! Devoted to the Dark God Slaanesh and his followers, this comprehensive hardcover book introduces four new Heretic Archetypes, along with cruel weapons, rules for empowering minions, new Daemon Engines, and more. Expanded rules for social interactions, Infamy, and dark rituals help players of all alignments, and in the included adventure, the Heretics must best a Pirate Prince of the Ragged Helix!

Reproduction of the original: Adventures of Hans Sterk by Captain A.W. Drayson

Can a single promise change the world? Even with the Crimson Alliance formed, Rowanheath taken, and Carrera dispatched, the onslaught never ends for Abby Hollander. Keeping the Spider Queen in check and handling water provisions was never what Abby wanted to do with her life, but it's what the war demands of her. To add to that never-ending list of demands, suddenly Naitee

Mungal has need of Abby as well, and unfortunately, Abby already promised she would answer if Naitee called. Now Abby will have to go where no Traveler has ever been allowed before, face a series of grueling trials, and battle the gods themselves, risking everything to return balance and save her sorceric brethren. If she fails, the realm of Gaia could once again be overrun by the power of the elements. If she succeeds, she'll become the greatest Firebrand in all of Eldgard. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series-and bestselling author J.D. Astra, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

When Gunnar Long is transported into the first fully-immersive virtual MMORPG, he finds himself in a new world filled with magic, mystery and adventure. No more 9-to-5 job. No more studio apartment. No more reality TV. Finally, he's in a place where he can call home, a place with people he can call friends. But as more people want to trade their real world lives to get inside Eden's Gate, the government of the outside world wants the "game" shut down at all costs. Gunnar must learn to survive, grow in power and find a way to send a message back to his old home. "We're fine. We're alive. Eden's Gate is real." Eden's Gate is a LitRPG adventure.

A Russian weapon engineer's work is never done. Not while the Imperial Legion marches. After dying, losing his soulmate twice, building elemental cannons, and knocking down more than metaphorical walls for the Crimson Alliance, Vlad is looking for a place to call his own: a crafting guild that will be able to produce the most overpowered loot the world of V.G.O. has ever seen.

Gathering his personal guard, Vlad sets off across the monster-infested Storme Marshes to find the perfect power source, hidden away in the guts of a mysterious sunken ruin. Unfortunately, the mob from old Earth hasn't forgotten him, and Vlad isn't the only one with a thirst for forbidden inventions. He has less than a week to overcome enemies new and old, or his dream of a guild hall for all crafters will be lost forever. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and author N.H. Paxton, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

Anagram Solver is the essential guide to cracking all types of quiz and crossword featuring anagrams. Containing over 200,000 words and phrases, Anagram Solver includes plural noun forms, palindromes, idioms, first names and all parts of speech. Anagrams are grouped by the number of letters they contain with the letters set out in alphabetical order so that once the letters of an anagram are arranged alphabetically, finding the solution is as easy as locating the word in a dictionary.

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

There's never enough time to really enjoy life, not when you're Russian Weapons Engineer Vlad Nardoir. Vlad has done a number of impressive things in his short time in Eldgard. He's helped capture an Imperial fortress, defeated a corrupted demigod, and created a Crafter's guild where all are welcome. But Vlad's greatest challenge is yet to come. With a timer counting down until the Vault of Souls changes locations, leaving him completely without a lead for its resting place, Vlad will need to battle against time, a powerful hidden evil, and his own internal darkness to destroy the vault in time. Can Vlad overcome the mighty challenges awaiting him, or will he run out of time, and be lost in his quest? From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and author N. H. Paxton comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to pause! The gods walk again ... When Marine Corps pilot Jacob Merely crashes during a routine mission off the coast of Cyprus, he was sure it was game over. After surviving the crash and pulling himself onto the sandy shores of a long-abandoned island, however, Jacob unwittingly stumbles headfirst into the ancient ruins of a dead city. Unfortunately, he also stumbles into an age-old battle between good and evil-and he is now its newest recruit. The island once belonged to the Amazons, daughters of Ares, the God of War, and stood as the final bastion between the human world and the monstrosities of the Great Below. But Jacob's arrival has awakened the old gods and disturbed the seal holding the ravaging darkness at bay. Now, with the help of a sacred gem containing Ares' power, Jacob must recreate the Amazonian defenders of humanity and fortify the island stronghold. And if he fails, Hades will unleash his army of the damned and the world of men will fall, giving rise to an age of walking nightmares. "You had me at mythology. You sold me at the crafting, game mechanics, great characters, and serious action. From start to finish, War God's Mantle delivers. Do not miss this book!" - Harmon Cooper, author of Fantasy Online and The Feedback Loop series. From one-million copy bestselling author Daniel Arenson comes Utopia 58, a dystopian novel as chilling as The Handmaid's Tale and Black Mirror. Imagine a perfect society. A world with no racism, sexism, or ageism. A utopia. In Utopia 58, everyone is equal. Everyone must be equal. Too beautiful? A mask will hide that pretty face. Too tall? We'll saw your legs down to size. Too male or female? The surgeon's knife will fix that. Too smart? A buzzer in your skull will drown out all that pesky thinking. You will be equal. Like it or not. Utopia 58, built atop the ruins of North America, created perfect harmony. A society with no race, gender, or age. Pure equality. KB209 was born into this utopia. He has no true name. No past. No future. He is one among millions. The same. One day, at a propaganda rally, KB209 glimpses an act of startling defiance. A citizen with painted toenails. A woman in a genderless society. Color in a black and white world. When KB209 confronts her, he is drawn into an underground rebellion. A movement that dares to dream. That dares to say: "We are unique. We are individuals. We will be free!"

The End is Coming. An extinction-level asteroid is cannonballing toward Earth. In humanity's final hours, a lucky few earn a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Making that leap of faith might mean survival, but it comes with a steep price tag: "Travelers" will forever be stranded as digital avatars inside a fantastical world filled with vicious monsters, all-powerful AIs, and cutthroat players. Let the games begin ... Six amazing authors. Six incredible new tales. All set in the best-selling Viridian Gate Online Universe. Side Quests is an anthology for fans, by the fans! Included in Side Quests: "A Gentleman's Work" by James A. Hunter When an Imperial Inquisitor captures a Thieves Guild Operative, Cutter must undertake a deadly rescue mission while using every grift in the book to stay one step ahead of a Headsman's Blade. And the prize for this extraordinary quest? Nothing short of the keys to the Rowanheath Thieves Guild. Deception, subterfuge, and heavy drinking—all in a day's work for a Gentleman ... "The Funeral Parlor" by Raymond Johnson A young spiderling is stranded in an alien land, surrounded by hostile creatures. Forced to fight for her life in a bid to find her way home, she must transform into the predator she is destined to become or die alone and forgotten, trapped in a dark world known as the Shadowverse. "The Raiding of Rowanheath" by J.D. Astra The Crimson Alliance has breached the walls of Rowanheath, inciting Aleixo Carrera's rage. Now Abby and her rag-tag invasion crew must reach the keep's Command Center before the defending troops mobilize and shut down the takeover, else they'll lose the battle and the war for Eldgard's freedom. "The Ballad of Jaro Edgewalker" by N.H. Paxton Jaro is an assassin, and he's good at it. But when he finds a foe that is insurmountable by normal means and uncovers a plot to destroy everything he loves, Jaro has to balance his morality with his love for his friends and make an incredibly difficult decision. "Buried Alive" by Nicholas Reid Carlos Vega thinks he's escaping certain death by entering the virtual world of V.G.O., but instead he's swallowed alive by the deadly Barren Sands. He'll have to overcome the riddles and horrors of a long-forgotten temple in order to escape, but can he do it before the evil sealed there centuries ago finds him? "A Final Kindness" by D.J. Bodden Alan Campbell was a talker, not a fighter, until someone murdered his girl. He'd almost given up on finding the killers; now he's got a fresh lead, a trio of mercenaries who outclass him in every way but his wits. He'll cheat, bluff, and steal to get his revenge, and as one of V.G.O.'s immortal travelers, he's willing to die trying. Want to keep up with the Viridian Gate Online Universe? Visit Shadow Alley Press and subscribe to our mailing list!

November, 2042 It's been a busy month for thirty-two-year-old Jack Mitchel: Three weeks ago, he died. Two weeks ago, he founded the first Faction in the ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. A week and a half ago the world ended, destroyed by a cataclysmic asteroid. Seven days ago, he conquered the Imperial city of Rowanheath, bringing all of Eldgard to the brink of war. Though Jack's Faction, the Crimson Alliance, has a tenuous truce with tech genius and Imperial lord, Robert Osmark, Jack knows it can't last. Osmark is devious and power hungry,

and it's only a matter of time before he sends his forces to wipe Jack and his underdog crew off the map for good. If Jack hopes to survive another month inside of VGO, he must find a way to beat Osmark and his army of bloodthirsty thugs, and a new quest-the Path of the Jade Lord-may be just the ticket. But this quest will be far harder than anything Jack's faced before, pushing him to his mental, physical, and moral limits. And if Jack isn't careful, his quest to defeat Osmark and the Empire may end up turning him into the despot he's been fighting against. "Viridian Gate Online: The Jade Lord is a fast-paced litRPG romp packed with game-world expanding worldbuilding and killer action. Even as it moves the story of Grim Jack toward an inevitable confrontation, it packs a wallop with a revelation that blows the doors off and clears a path to further adventures." -S.R. Witt, Author of the Electric Shadow Series

For millennia, Asdrubael Vect has ruled the dark city of Commorragh, crushing any who dare to cross him. His reach is long and his position unassailable... or so he thinks. Yllithian, an ambitious archon with the desire to unseat the tyrant, joins forces with a twisted haemonculus in an attempt to revive a long-dead warrior and challenge the might of the overlord, both racing to achieve their goal before Vect discovers their treachery. But a cataclysm is coming, and Yllithian's actions may in fact be the cause...

Yancy Lazarus is having a bad day, and it's about to get a whole lot worse... There's a bullet lodged in his butt cheek, his face looks like it got hit by a wrecking ball, and he's been Saran-wrapped to a banquet table. He never should've answered the phone... When he came to Los Angeles, mage and paranormal fixer Yancy Lazarus thought his main problem would be finding decent ribs, good bourbon, and great blues. Instead, he got roped into solving a series of gangland assassinations. The crime scene stinks of brimstone, and the killer's set to spark a turf war between the otherworldly forces of the city. And with the number of folks he's pissed off, Yancy's sure to catch the blame. Can he close the case in time, or will he be hexed, burned, and gored into early retirement? The kind of retirement that comes with a toe tag. From James A. Hunter, bestselling author of Viridian Gate Online, Rogue Dungeon, and Bibliomancer (The Completionist Chronicles Expanded Universe), comes a shoot-'em-up urban fantasy series you won't want to put down! "Move over Harry Dresden because there's a new wizard in town. Yancy Lazarus, a chain-smoking, take no prisoners S.O.B. with a heart of gold and a fistful of primal power. A stellar debut novel from James Hunter, the next big name in Urban Fantasy." -Rick Gualtieri, Author of Bill the Vampire (The Tome of Bill)

A witch. A murder. A curse... Beneath the murky waters of the lake, an ancient being slumbers, and Brygida is its servant. A charming painter invites her to the village's harvest feast, which ends with a murder. When he's accused, can she save him, when failure means condemning the rest of the village, and being dragged into the deep...?

Explore a story told across the millennia that delves deep into a pair of fascinating necron characters, their relationship and their plans for the galaxy. Before the being called the Emperor revealed Himself, before the rise of the aeldari, before the necrontyr traded their flesh for immortal metal, the world was born in violence. Even when they inhabited bodies of flesh, Trazyn the Infinite

and Orikan the Diviner were polar opposites. Trazyn, a collector of historical oddities, presides over a gallery full of the most dangerous artefacts – and people – of the galactic past. Orikan, a chronomancer without peer, draws zodiacs that predict and manipulate the future. But when an artefact emerges that may hold the key to the necrons' next evolution, these two obsessives enter a multi-millennia game of cat and mouse that ends civilisations, reshapes timelines, and changes both forever. As riddles unwind and ancient secrets are revealed, the question remains: will their feud save the necron race or destroy it?

When their mission fails, his begins. "A tour de force."--David Weber, NYT bestselling author of the Honor Harrington Series. Special Agent Jackson Fischer is a man after truth. When a military operation to extract a high-ranking ambassador from the war-torn, border-world of Stonemeyer ends in disaster, Fischer is called in to investigate. A whole platoon went in, but only three Alliance Marines returned home, the rest killed in action along with hundreds of civilians. With tensions between the Holloman Alliance and Stonemeyer rising, Fischer attempts to stitch the pieces together. One thing becomes more and more certain: The surviving Marines are lying. As the truth unfurls, Fischer begins to realize this was far more than a simple rescue mission...and that the truth might be something best left buried. Filled with action, mystery, and well-crafted characters, Edge of Valor (Valor Series Book 1) will pull you into a world of war, conspiracy, and betrayal. It's perfect for fans of David Weber's Honorverse, or Tom Clancy's Jack Ryan with a futuristic flair.

If you had to choose between your life and your dreams, would you ever wake up? Alan Campbell thought he'd gotten his dream job working on a revolutionary VRMMORPG with Osmark Technologies, until the project was canceled. He has one weekend to dive into an untested world full of intrigue, violence, and corruption to prove that Viridian Gate Online works, but the AIs running the game have their own plans for his soul. Set a year before the events of "Viridian Gate Online: Cataclysm," The Illusionist: Nomad Soul takes you back to when VGO was just a game, or so it seemed. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, and War God's Mantle-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

He's a part-time Imperial hero, full-time thief. Lucky for him, she's not that kind of Inquisitor. Illusionist and novice spy Alan Campbell just got out of one relationship only to have another woman walk into his life: the Lady Camilla Favonius of the Imperial Inquisition. He's close to broke and left without orders. She wears plate armor in the field and around her heart. Is the lady just what the Plague Doctor ordered, or will his efforts to get a job and woo her only leave him jaded...or dead? From the city of Harrowick to the perilous depths of the Grass Sea, Alan will have to fight a corrupt syndicate, earn his place in the Thieves' Union, and face down monsters and the risen dead if he wants a happy ending. All the while, in the real world, Robert Osmark is as close to losing his company as he's ever been, and both Sandra and Jeff will have to pick sides once the battle lines are drawn. Brazen thievery, Death caught off-balance, the Dawn Elves' dirty secret, and unexpected love in Inquisitor's Foil, the third book of the Illusionist series. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of

Viridian Gate Online that you won't want to put down!

October, 2042 In two weeks, the world will die, murdered by a nine-mile-wide, extinction-level asteroid. And Robert Osmark- billionaire and savvy tech-genius-couldn't be readier for the fiery apocalypse. Unlike the shortsighted masses, he's been diligently preparing for this day from the moment the asteroid first appeared. Through his relentless efforts, digital salvation now awaits anyone bold enough to take the leap and permanently transition into the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. And Robert Osmark will lead this new world he has created. But even with every advantage skewed in his favor, Osmark faces powerful opposition. A rogue faction of global elites led by US Senator Sizemore isn't content to merely survive the apocalypse. They have their sights set much higher, and are recruiting dangerous allies, undercutting Robert's efforts at every turn, and hiring VGO's most deadly assassins to get what they want. To win, Osmark will need to viciously crush all opposition before his plans turn to ash.

If the destruction of Earth and extinction of humanity were imminent, how far would you go to survive? Would you kill your body to save your mind? Jack Mitchel is willing to risk everything to survive the apocalypse-including his essential humanity. An EMT in 2042 San Diego, Jack knows he won't survive the impact of the massive asteroid hurtling towards Earth. After all, he's not one of the handful of lucky lottery winners scheduled for rescue. But he did luck into a NexGenVR capsule, which means Jack can risk a one-way trip to the virtual reality world of Viridan Gate Online, a completely immersive online multiplayer fantasy role-playing game, or RPG. The transition to Viridian Gate Online (V.G.O.) is irreversible, and will kill Jack's corporeal form. And once players transition fully into the world of V.G.O., the risks aren't over-from cutthroat fellow players to greedy developers eager to replicate the wealth discrepancies of Earth in virtual reality, V.G.O. is just as dangerous as the 'real world' was. If Jack can't game the system, he's going to be trading in a quick death for a long, brutal one... LitRPG books combine tropes and themes from role-playing games with sci-fi and fantasy elements to tell a unique story that's exciting and super-relevant to today's world. Jack's adventures in a cutthroat virtual reality fantasy world will grip fans of Ready Player One and The Stormlight Archive alike. With over 200,000 copies sold, this is one series you don't want to miss!

Introducing a new science fiction world as a disgraced police officer fights to protect refugees. In Black Star City, alien off-worlders are being systematically attacked and removed from society by a clandestine paramilitary group called the Overseers. When fugitive cop-turned-mercenary Syd Kiowa is contacted by a victim who escaped their grip, she is thrust into a horrifying war of secrets that will determine the future of alien relations on Earth forever!

Build. Evolve. Conquer. Welcome to the dawn of a whole new kind of monster... Roark von Graf built a nation on the bodies of grieved players and disgruntled mobs who wanted him dead. He grinded his way up to the level cap of the Troll Evolutionary Path and made powerful underhanded alliances along the way, but even all of that isn't enough to defeat the Tyrant King's right-hand mage, Lowen, and the Divine armies of the most powerful dungeon in the game. When Lowen and the Vault of the Radiant Shield go on the attack, Roark's only hope of survival lies in the stolen World Stone Pendant and its mysterious transmutation magic. To

stand a chance against the overpowered mage, he'll have to unlock the game-changing cheat that is Mega-Evolutions. But while Roark and his Troll Nation are entrenched in an all-out battle for survival, the Tyrant King is preparing to unleash his hidden weapon-one that will hit Roark where he's most vulnerable... From James A. Hunter, author of the litRPG epic Viridian Gate Online, and eden Hudson, author of Path of the Thunderbird and the Jubal Van Zandt Series, comes an exciting new litRPG, dungeon-core adventure you won't want to put down!

The workbook to accompany Corporate Finance: A Practical Approach, Second Edition

Not even gods are safe from the power of the fabled Doom-Forged weapon. Grim Jack didn't set out to be the leader of Eldgard's united armies, but with dungeons falling one by one and hordes of Vogthar pouring into the material plane, it's up to him to save both citizens and travelers from digital destruction. His doomsday weapon will take him straight into the heart of Morsheim, but once there, even the combined might of the Empire and the Crimson Alliance might not be enough. He'll have to uncover secrets buried for millennia just to get within striking distance of a death god gone mad, and the choices he'll make will change him and the world forever... From James A. Hunter the Bestselling Author of the Yancy Lazarus Series, Rogue Dungeon, and Bibliomancer (The Completionist Chronicles Expanded Universe) comes the seventh installment in the LitRPG epic, Viridian Gate Online! Jack's adventures in a cutthroat virtual reality fantasy world will grip fans of Ready Player One and The Stormlight Archive alike. With over 250,000 copies sold, this is one series you don't want to miss.

Build a Dungeon. Slay Heroes. Survive Finals. Wounded Army vet Logan Murray thought mimics were the stuff of board games and dungeon manuals... right up until one ate him. In a flash of snapping teeth, Logan suddenly finds himself on the doorstep to another world. He's been unwittingly recruited into the Shadowcroft Academy for Dungeons-the most prestigious interdimensional school dedicated to training the monstrous guardians who protect the Tree of Souls from so-called heroes. Heroes who would destroy the universe if it meant a shot at advancement. Unfortunately, as a bottom-tier cultivator with a laughably weak core, Logan's dungeon options aren't exactly stellar, and he finds himself reincarnated as a lowly fungaloid, a three-foot-tall mass of spongy mushroom with fewer skills than a typical sewer rat. If he's going to survive the grueling challenges the academy has in store, he'll need to ace the odd assortment of classes-Fiendish Fabrication, Dungeon Feng Shui, the Ethics of Murder 101-and learn how to turn his unusual guardian form into an asset instead of a liability. And that's only if the gargoyle professor doesn't demote him to a doomed wandering monster first... From James A. Hunter-bestselling author of Rogue Dungeon, Bibliomancer (Completionist Chronicles Expanded Universe), and the LitRPG epic Viridian Gate Online-and Dragon Award Finalist Aaron Michael Ritchey, comes a brand new Dungeon Core novel, like nothing you've ever seen before. Funny, funky, and full of Gamelit goodness, this is one novel you won't want to put down.

October, 2042 An extinction-level asteroid, 213 Astraea, is cannonballing toward Earth. Collision, imminent. An international team of scientists is working around the clock to avert the cataclysm-few are optimistic. World governments are preparing for impact with deep earth bio-dome bunkers, but only a select few lottery winners will be saved. Jack Mitchel, a thirty-two-year-old EMT

living in a tiny studio apartment on the West Coast, isn't one of those winners. Still, there might be a way for him to survive Astraea: a slim chance, requiring a radical leap of faith. Through a connection at Osmark Technologies, Jack's acquired a NexGenVR capsule and with it, a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Taking that leap of faith, though, means permanently trapping his mind in the game, killing his body in the process. Worse, one in six die during the transition, and even if Jack beats the odds, he'll have to navigate a fantastical world that's filled with near-limitless opportunities, but also home to vicious monsters, domineering AIs, and cutthroat players. And when Jack stumbles upon a secret conspiracy to sell off virtual real estate to the ultrawealthy-transforming V.G.O. into a new feudal dark age-the deadly creatures inhabiting Viridian Gate's expansive dungeons will be the least of his concerns. If Jack can't game the system, he's going to be trading in a quick death for a long, brutal one ...

The end of the world sucks. The end of the world alone is worse. So when Dr. Lisette Chen discovers her staff have uploaded their consciousnesses into the massive MMO, Viridian Gate Online, she reluctantly takes a chance and logs in. Her goal? Discover why her colleagues abandoned her when she needed them the most. In a blink, she finds herself in a fantastical world where her healing skills--both as a doctor and a Priestess of Gaia--are sorely needed. A group of dark priests is spreading a digital plague that threatens NPCs and Travelers alike, and somehow it is all connected to her old coworkers. Lisette is the only one who can unravel the mystery before time runs out on humanity's new safe haven. Lisette's already lost one world, and she sure as hell isn't going to lose another. From James A. Hunter--author of Viridian Gate Online, Rogue Dungeon, and Bibliomancer--and debut author E.C. Godhand, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

Lux's dark past with SAO 's Laughing Coffin guild has been revealed-along with the bad blood she shares with Gwen, leader of the Batty Bats. When the girls are sent on a quest to eliminate Gwen, will Lux be able to follow through and betray her former friend yet again...?

World Fantasy and Nebula Award finalist Kate Elliott breaks new ground in a brilliantly original new fantasy set in a unique world of fabled cities, mysterious gods, and terrible dangers. From the first page readers will be swept up in the story of Mai and Captain Anji, as they become unwitting players in a conflict that began many years earlier, and which will shake the foundations of their land. For hundreds of years the Guardians have ruled the world of the Hundred, but these powerful gods no longer exert their will on the world. Only the reeves, who patrol on enormous eagles, still represent the Guardians' power. And the reeves are losing their authority; for there is a dark shadow across the land that not even the reeves can stop. A group of fanatics has risen to devour villages, towns, and cities in their drive to annihilate all who oppose them. No one knows who leads them; they seem inhumanly cruel and powerful. Mai and Anji, riding with a company of dedicated warriors and a single reeve who may hold a key to stopping the deadly advance of the devouring

horde, must try, or the world will be lost to the carnage. But a young woman sworn to the Goddess may prove more important than them all . . . if they are not too late. A haunting tale of people swept up by the chaos of war, this is superlative fantasy adventure, rich in texture, filled with color and excitement, masterfully crafted by a brilliantly gifted storyteller. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Build. Evolve. Conquer. Welcome to a whole new kind of Boss Battle... Roark von Graf fought his way up from the bottom to become not only the Dungeon Lord of the Cruel Citadel, but the leader of the Troll Nation, making underhanded alliances with other dungeons and players along the way. Until now, he's only had to worry about his enemies attacking from inside the game. But Lowen, the Tyrant King's right-hand man, has found a way to attack the players in league with Roark IRL, laying siege to the company that keeps Hearthworld's servers running and capturing the very Devs who can take Roark apart byte by byte. To stop Lowen and his Divine armies once and for all, Roark will have to drag the magics of the game into the real world, harness deadly new technologies, and build dungeons in places no Dungeon Lord has ever gone before. The fate of Earth hangs in the balance. The duel between Dungeon Lords has begun. And one of them isn't leaving Hearthworld alive... From James A. Hunter-author of Bibliomancer, Shadowcroft Acadmey for Dungeons, and Viridian Gate Online-and eden Hudson, author of Path of the Thunderbird and Death Cultivator, comes the fifth installemnt in the bestselling Rogue Dungeon series!

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

Wicked meets The Little Mermaid in the captivating origin story of the sea's most iconic villainess, perfect for fans of Heartless and Dorothy Must Die. Ever since her best friend Anna died, Evie has been an outcast in her small fishing town. Hiding her talents, mourning her loss, drowning in her guilt. Then a girl with an uncanny resemblance to Anna

appears on the shore, and the two girls catch the eyes of two charming princes. Suddenly Evie feels like she might finally have a chance at her own happily ever after. But magic isn't kind, and her new friend harbors secrets of her own. She can't stay in Havnestad—or on two legs—without Evie's help. And when Evie reaches deep into the power of her magic to save her friend's humanity—and her prince's heart—she discovers, too late, what she's bargained away.

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