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The Land: Foundin A LitRPG Saga Createspace Independent Publishing Platform 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 Land Chaos Seeds: Book VIII: Monsters** The 8th Novel of the Internationally Acclaimed Chaos Seeds Saga Over 100 THOUSAND ????? Reviews A mesmerizing tale reminiscent of the brutality of Goblin Slayer and the majesty of Game of Thrones Audible's Customer Favorite of the Year! #1 Audiobook 2017 #1 in Epic Fantasy || #1 in Humor>Welcome my friends! Welcome... to "The Land!" The battle of the dead was won, but at a great cost. Sion,leader of the Mist Village was left with only pain and regret as Richter was claimed by the abyss. What no one but the abandoned chaos seed knows is that he narrowly avoided the curse of the lich Singh, a curse that still hangs above his head. Now, surrounded by miles of darkness and tons of crushing rock,Richter has to find his way back into the light. The only problem is that this monster of a man is being pursued by monsters, a demon and his own foolish choices. Faced with all the dangers of the deep dark, what will Richter say when the buried horrors of The Land come a calling and asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back... to The Land! ps - Gnomes still Rule! **The Land Raiders: A LitRPG Saga** 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 Land Predators: A Litrpg Saga** 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! **The Land Swarm 2** Createspace Independent Publishing Platform 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 colone!'s secret spices???Journey back into my world and find out! Come back... to The Land! **100 Days in Deadland** Waypoint Books In one day, the world fell to a pestilence that decimated the living. In their place rose a new species: vicious, gruesome, wandering zombies with an insatiable hunger for the living. Still in her twenties, Cash has watched her friends die, only to walk again as monsters. An office worker with few survival skills, she joins up with Clutch, a grizzled Army veteran with PTSD. Together, they flee the city, with nothing but Clutch's military experience and Cash's determination to live. As they fight to survive in the zombie inferno, they soon discover that nowhere is safe from the dead...or the living. 100 Days in Deadland is inspired by the first poem in Dante Alighieri's Divine Comedy, the classic tale on the horrors of hell... zombie apocalypse style! Deadland Saga: 1. 100 Days in Deadland 2. Deadland's Harvest 3. Deadland Rising **God's Eye: Awakening: A Labyrinth World Novel** 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! **The Flaw in All Magic** "One of my favourite books this year." - The Review Curmudgeon"An absolute gem of a read!" - Bear Mountain BooksBook 2, The Emperor's Mask, is available now!In a city that runs on magic, it takes a man with none to solve an impossible murder.In a world of elves and dwarves and sprites and mages, Tane Carver is a human with no gift but his wits. Which, to be fair, did get him into the world's most prestigious university of magical technology.For a while.Until his lack of magic was discovered. And then it all came crashing down.But when a student is murdered on campus behind unbreakable wards, Tane gets a second chance. Solving an impossible crime should be easy for the man who fooled the university's best mages for years. Except he's not counting on the head constable being an old flame who isn't so fond of him anymore. Or on Kadka, the half-crazy half-orc who insists she's his partner--whether he likes it or not.Not to mention the masked mage who keeps trying to kill him.Now, Tane's survival depends on the one truth that has never failed him. The flaw in all magic that those who have it prefer to ignore: the mage.Outsmart the mage, and you outsmart the spell.And outsmarting mages is what Tane does best. **Raiya: Starter Zone - a LitRPG Saga Archon's Chosen - Book One** Createspace Independent Publishing Platform 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. **Eden's Gate: the Reborn: a LitRPG Adventure** 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. **Threadbare Volume One Stuff and Nonsense** Meet Threadbare. He is twelve inches tall, full of fluff, and really, really bad at being a hero. Magically animated and discarded by his maker as a failed experiment, he is saved by a little girl. But she's got problems of her own, and he might not be able to help her. Fortunately for the little golem, he's quick to find allies, learn skills, gain levels, and survive horrible predicaments. Which is good, because his creator has a whole lot of enemies... Warning: Contains profanity and violence. **Viridian Gate Online - Cataclysm** 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! **The Land Founding** 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! **Dungeon Lord** Dark forces have extended Edward Wright an offer of incredible power at a terrible cost.....and Edward has chosen to make them regret it. When Edward is swept into the world of Ivalis as a Dungeon Lord, the Dark's most powerful servant, he has no servitude in mind. He'll oppose the evil plans of the Dark god Murmur, whatever it takes.Through only his wits and his guts to help him survive a weakened arrival, Edward must rise to power if he is to earn the right to live another day. But in the battle between Dark and Light, what can Edward choose if both sides are cruel, uncaring monsters?Cold gods laugh in the distant world of Ivalis. Heroes chase after power and experience, while Kings send their armies to their deaths in the name of the Dark and the Light. But no one expects the rise of the Dungeon Lord... And in the world of Ivalis, maybe a single man can forge his own path. **He Who Fights with Monsters Book 2: A LitRPG Adventure** Independently Published The path from retail middle management to interdimensional wizard adventurer wasn't easy, but Jason Asano is settling into his new life. Now, a contest draws young elites to the city of Greenstone, competing for a grand prize. Jason must gather a band of companions if he is to stand a chance against the best the world has to

offer. While the young adventurers are caught up in competition, the city leaders deal with revelations of betrayal as a vast and terrible enemy is revealed. Although Jason seems uninvolved, he has unknowingly crossed the enemy's path before. Friends and foes made along the way will lead him to cross it again as inevitable conflict looms. After cementing itself as one of the best-rated serial novels on Royal Road with an astonishing 13 million views, the He Who Fights with Monsters Series is now available on Kindle. It's perfect for fans of Pirate Aba, Dakota Krout, and Luke Chmilenko. **Free the Darkness** Raised and trained in seclusion at a secret fortress on the edge of the northern wilds of the Kingdom of Ashai, a young warrior called Rezkin is unexpectedly thrust into the outworld when a terrible battle destroys all that he knows. With no understanding of his life's purpose and armed with masterful weapons mysteriously bestowed upon him by a dead king, Rezkin must travel across Ashai to find the one man who may hold the clues to his very existence. Determined to adhere to his last orders, Rezkin extends his protection to an unlikely assortment of individuals he meets along the way, often leading to humorous and poignant incidents. As if pursuing an elite warrior across a kingdom, figuring out who he is and why everyone he knows is dead, and attempting to find these so-called friends and protect them is not enough, strange things are happening in the kingdom. New dangers begin to arise that threaten not only Rezkin and his friends, but possibly everyone in Ashai. **The Land Forging: a LitRPG Saga** "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!!!!!--Publisher's description. **He Who Fights with Monsters 3 A LitRPG Adventure** Independently Published For all that Jason's new life is amazing, he is about to learn that his new power, wealth, and influence comes at a price... Riding high on success, he and his team are looking to the future, preparing themselves for the challenges to come. Nothing, however, could prepare him for the lessons his enemies have to teach. When magic is involved, the stakes can be even greater than life and death. While Jason's personal enemies make plans, the greater foes plaguing his new home have been pushed to the brink. With one powerful card left to play, they are on a collision course with Jason and his team. With no one to help and more than their lives on the line, Jason and his companions must fight with more monsters than ever in the race to grow stronger. With an invincible enemy already anticipating them, they will learn that sometimes winning the battle is more important than surviving it. Book 3 in the bestselling He Who Fights With Monsters Series, coming Fall 2021! **Life Reset A LitRPG Novel** After being betrayed and cursed by an extremely rare spell, Oren, a powerful and influential player, finds himself as a 1st level Goblin! Without even a fraction of his previous power, he vows to pull through and have revenge on those who betrayed him. His thorough knowledge of the game's world and his unique ability to immerse himself entirely are his only advantages. But first, he must figure out how to survive long enough playing what is basically a low-level fodder monster! **Dungeon Born** 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. **World-Tree Online** In 2056, the world's most powerful AI System, ARKUS, comes online. Created to extend human lifespans, it quickly makes world-changing discoveries in health science. It also develops an advanced VR headset that uses consumable nanomachines to let users experience time faster in virtual worlds. Two years later, ARKUS releases World-Tree Online, a game where players scale a giant tree with thousands of unique game worlds hanging from the branches. The game's time-dilation makes it so that one hour of playtime feels like one month to those in-game, allowing humans to virtually extend their lifespans. However, after an old gamer named Vincent joins World-Tree Online, an update begins that stretches the time-dilation to one year for every five seconds. Players are unable to exit the game during the update-with an estimated wait time of three hundred sixty years. After experimenting with an exploit, Vincent begins to develop new spells that will take him higher in the game than he ever thought possible. Unfortunately, he crosses paths with the last moderator, a young man named Lucas that uses his mod abilities to torture and subjugate other players. Lucas is willing to abuse his power to conquer the World-Tree, but Vincent's exploit might just be the key to stopping him. **Viridian Gate Online Inquisitor's Foil** 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! **Knightmare Arcanist** Frith Chronicles Gravedigger Volke Savan, desperate to leave his tiny home island and impress the most beautiful girl he's ever known, breaks every tradition of the bonding ceremony just to become an arcanist. But when he's tasked with killing a hero, he's uncertain. **The Last Dark** Hachette UK The bestselling fantasy series from one of the biggest names in the genre comes to an unforgettable conclusion. This is the final volume of the epic Chronicles of Thomas Covenant - one of the keynote works of modern fantasy. Compelled step by step to actions whose consequences they could neither see nor prevent, Thomas Covenant and Linden Avery have fought for what they love in the magical reality known only as 'the Land'. Now they face their final crisis. Reunited after their separate struggles, they discover in each other their true power - and yet they cannot imagine how to stop the Worm of the World's End from unmaking Time. Nevertheless they must resist the ruin of all things, giving their last strength in the service of the world's continuance. **Ritualist** Createspace Independent Publishing Platform 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. **Nefertiti's Heart** A.W. Exley **Two Week Curse** MC PUBLICATIONS INC. 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? **The Feedback Loop (Book One) (Sci-Fi Series)** Createspace Independent Publishing Platform Quantum Hughes' life is stuck on repeat. While trapped in The LOOP, he struggles to free himself from a glitch that forces him to re-live the same day over and over. **Dungeon Crawler Carl A LitRPG/Gamelit Adventure** The apocalypse will be televised! A man. His ex-girlfriend's cat. A sadistic game show unlike anything in the universe: a dungeon crawl where survival depends on killing your prey in the most entertaining way possible. In a flash, every human-erected construction on Earth--from Buckingham Palace to the tiniest of sheds--collapses in a heap, sinking into the ground. The buildings and all the people inside have all been atomized and transformed into the dungeon: an 18-level labyrinth filled with traps, monsters, and loot. A dungeon so enormous, it circles the entire globe. Only a few dare venture inside. But once you're in, you can't get out. And what's worse, each level has a time limit. You have but days to find a staircase to the next level down, or it's game over. In this game, it's not about your strength or your dexterity. It's about your followers, your views, your clout. It's about building an audience and killing those goblins with style. You can't just survive here. You gotta survive big. You gotta fight with vigor, with excitement. You gotta make them stand up and cheer. And if you do have that "it" factor, you may just find yourself with a following. That's the only way to truly survive in this game--with the help of the loot boxes dropped upon you by the generous benefactors watching from across the galaxy. They call it Dungeon Crawler World. But for Carl, it's anything but a game. **Blood of Aenarion** A powerful daemon, banished millennia ago by the twins' ancestor, Aenarion the Defender, has returned to wrack bloody revenge. Plucked from their home in the wilds of Chrace, Tyrion and Teclis must learn the arts of war and the mystery of magic, as well as the secrets survival in the Phoenix King's court. Hunted by daemonic assassins and beset by treachery, they must fight to survive and claim their destiny as the greatest heroes of the age. **Tyrion & Teclis** Games Workshop This omnibus tells the story of Tyrion and Teclis, saviours of high elf race and the heroes of Ulthuan. Tyrion and Teclis: the most legendary high elf heroes to roam the earth. Destined for greatness from birth, the twin brothers are as different as darkness and light. While Tyrion, a calculating tactician and unrivalled swordsman, inspires valour and fidelity in those around him, Teclis is the most powerful natural sorcerer of the age, harnessing a power that rivals even the mythic Caledor. Relive the twins' most gripping adventures - from their quest through the deadly jungles of Lustria in search of the fabled lost sword of Caledor, through to the blood-thirsty battle to save their homeland from the malevolent Witch King, Malekith. This collection of William King's Blood of Aenarion, Sword of Caledor and Bane of Malekith brims with rip-roaring adventure. **The Weirdest Noob** Something quite odd is happening in Second World--the planet's foremost MMORPG. Something that's causing alliances to be broken, and friendships, forgotten. A worthless low-level mine becomes the stage of vicious battles, its burned ruins suddenly contested by the game's toughest clans. Every border is controlled, and every road in the province blocked off. The weak players and NPCs alike are subjected to non-stop violent raids courtesy of Eastern invaders. And the strong... The strong are scouring the virtual world for the culprit--the weirdest noob the game has ever seen. **Mana Master** In a world where mages and monster grow from cultivating mana. Isaac joins the class of humans known as mages who absorb mana to grow more powerful. To become a mage he must bind a mana beast to himself to access and control mana. But when his mana beast is far more human than he expected; Isaac struggles with the budding relationship between the two of them as he prepares to enter his first dungeon. Unfortunately for Isaac, he doesn't have time to ponder the questions of his relationship with Aurora. Because his sleepy town of Locksprings is in for a rude awakening, and he has to decide which side of the war he is going to stand on. Disclaimer: There are adult situations and harem relationships. **Futuristic Violence and Fancy Suits** Titan Books In a prosperous yet gruesomely violent near-future, superhero vigilantes battle thugs whose heads are full of supervillain fantasies. The peace is kept by a team of smooth, well-dressed negotiators called The Men in Fancy Suits. College grad Zoey discovers her scumbag dad was one of the founding members of the Fancy Suits, and quickly becomes entangled in the city's surreal mob war when she is taken hostage by a particularly crazy villain. **First Login** Createspace Independent Publishing Platform Diving into a revolutionary new video game, Jason and his friends are working to move their entire guild to Pro-Gamer status. Unlike the current line of MMORPGs and PVRMMORPG games on the market, FIVRMMORPG introduces a new gaming technology unlike anything experienced before. Choosing a Nightmare start to get ahead of the wave of new players starting the game, Jason finds himself alone in the wilds tasked with saving a group of refugees from goblin invaders. Although he manages to save the survivors that is just the beginning of his trials as he desperately fights to bring them back from the edge of annihilation. Jason is quickly swept up in the adventure as he struggles to build a home for his guildmates and the NPCs that he's saved. As the trouble heats up, he quickly discovers that marauding goblins are the least of his concerns. Warning: This story contains adult situations, foul language, MMORPG-style violence and other fun things. Read at your own risk. **Awaken Online Catharsis** 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) **Warlock: Reign of Blood A LitRPG Novel** Swords, Spells, Stats and Slaughter From the Lead Writer of Path of Exile, the award winning MMORPG #1 Bestseller in Video & Electronic Games 160 Goodreads Ratings averaging 4.01 as of August 2019 Mark wakes up in a burning town inside a Full Immersion Virtual Reality RPG called Reign of Blood. He flees from the reiver slavers who are abducting the village's NPCs, only to have an agonizing encounter with the wrong end of a ranger's arrow. After trying and failing to log out of this painfully realistic game, Mark decides to take up his sword, embrace his new Warlock

character class, and help the ranger rescue her people. The warlock and his hard-nosed ranger companion are soon joined by a macabre healer, an earth-shaking druid and a talking fortress. But as Mark takes the fight to the reivers, he uncovers an even deadlier threat. Dark magic is spreading into Garland from a long dead city, and the reiver leader has found a way to harness some of that corrupted power for himself. Level by level, spell by spell, Mark must become the warlock that Garland needs before it falls to the corrupted ambitions of a rising tyrant. If you love... Visceral combat Lovecraftian monsters Ancient ruins Swords and sorcery Original spells ...then Warlock is for you! Warlock: Reign of Blood is Book 1 in the Chasms of Corruption duology. Book 2, Executioner: Reign of Blood is due to be released on May 13, 2019. **The Restaurant at the End of the Universe** Pan Following the smash-hit sci-fi comedy *The Hitchhiker's Guide to the Galaxy*, *The Restaurant at the End of the Universe* is the second part in Douglas Adams' multi-media phenomenon and cult classic series. This edition includes exclusive bonus material from the Douglas Adams archives, and an introduction by Monty Python star, Terry Jones. If you've done six impossible things this morning, why not round it off with breakfast at Milliways, the Restaurant at the end of the Universe? Which is exactly what Arthur Dent and the crew of the Heart of Gold plan to do. There's just the small matter of escaping the Vogons, avoiding being taken to the most totally evil world in the Galaxy and teaching a space ship how to make a proper cup of tea. And did anyone actually make a reservation? Follow Arthur Dent's galactic (mis)adventures in the rest of the trilogy with five parts: *Life, the Universe and Everything*, *So Long*, and *Thanks for All the Fish*, and *Mostly Harmless*. **Hero of Thera** BE A HERO OF THERA Do you want to play a game? Think you're good? Really good? Then you might be ready to play *The Game* ... where clans are sponsored by actual Demon Lords, Gods and Goddesses, Lovecraftian nightmares, and every other demi-entities of power. Still with me? Not running back to your massively multiplayer on-line games, shooters, or table-top role-playing where you can re-roll or respawn after you've been blasted and buried? Cool. Then roll up your sleeves and enter Thera, a kingdom at the crossroads of many worlds. Don't worry, there are all the usual augmented-reality interfaces, level progression, and game mechanics that you love, but Thera is also real, so are its inhabitants ... as is your new custom-designed avatar. Oh, your previous body? We've disposed of that old thing so you won't be distracted trying to get back to your so called "real" life. Did we mention the stakes of *The Game*? Nothing less than all Creation--every world in every universe and reality. Thus, Death Row inmate, Hector Savage enters Thera, eager to use the gaming skills he's cultivated his entire life. Nothing has prepared him, though, for the schemes of Abyssal Lords, barbarian ghosts, evil wizards, and other bad guys who have plans for him--all before he advances to fifth level! Can he win? Can he survive the Free Trial? Find out in this latest entry of the LitRPG genre, *Hero of Thera*. **Write to Market Deliver a Book That Sells** Createspace Independent Publishing Platform Many authors write, then market. Successful authors write TO market Have you written a book that just isn't selling? Would you like to write a book that readers eagerly devour? Many authors write, then market. Successful authors write TO market. They start by figuring out how to give readers what they want, and that process begins before writing word one of your novel. This book will teach you to analyze your favorite genre to discover what readers are buying, to mine reviews for reader expectations, and to nail the tropes your readers subconsciously crave. Don't leave the success of your novel up to chance. Deliver the kind of book that will have your fans hounding you for the next one.