

Shard Warrior: A LitRPG Novel (Crystal Shards Online Book 2)

This bundle contains five exciting LitRPG/Gamelit titles from genre author, Adam Drake.

Kingdom Level One (Kingdom Series Book 1) A broken kingdom for a reluctant king. Robert was content with his life as a night-shift janitor. No stress, no worries, and no responsibilities. But this idyllic existence is turned upside down when he suddenly finds himself trapped inside a fantasy Role Playing Game. Confused and alone he must find a way to escape back to his own world and, more importantly, to his daughter. But to do that he must take up the biggest responsibility of all: To rule a kingdom.

Kingdom Level Two (Kingdom Series Book 2) A baptism of fire for a neophyte king. Resigned to his fate, Robert must adapt to his new role as King of Anika. Expected to cleanse the kingdom of its many festering problems, he starts by trying to gain levels and useful skills. But the daunting task quickly becomes a lesson in humility as he finds himself underpowered and overwhelmed. Desperate for gear and experience points, he stumbles upon a secret place so terrifying he questions whether he can be an adventurer king at all. For here he must learn the one true skill that matters above all others: Survival.

Bitch Berserker (Bitch Berserker Series Book 1) Trapped in a savage new reality! I'm a kind and gentle person. Or should I say, I was... As an interstellar surveyor, my job is to find and explore new star systems at the very fringes of humankind's reach. There are no conflicts, or even stress – it's simply a career which allows me to quietly drift through the cosmos, enjoying its endless beauty. Then I found myself trapped on a world like no other. Dark, bloody and brutal, I had to adapt quickly to this new reality, or me and my crew would never get a chance to escape. My life quickly morphed from one of peace, to one of pure savagery. And as I carved a blood-soaked path across this realm of carnage, there was one horrifying fact about myself I needed to confront: Learning to kill was easy, but learning not to love it so much... now that's hard.

Shadow Gambit (Shadow For Hire Book 1) An impossible quest for a legendary item. I love questing for loot. And the more difficult the quest, the greater the reward. So when I'm offered a chance to retrieve the ultimate treasure of all, I signed up. Yet no one warned me the task would be impossible. Against overwhelming odds I'm also expected to defeat an ancient evil - one with the power of a god. But you know what? Some loot is worth risking it all.

Shadow Hunting (Shadow For Hire Book 2) The most powerful player in the gaming universe wants me dead. Now I have a price on my head with tens of thousands of bounty hunters out to kill me. But I can only run for so long. I need to put an end to this madness once and for all. If I'm going to die, it will be on my own terms. The tables must be turned. Time to go hunting.

litrpg, fantasy, gamelit, rpg, cyberpunk, series, action, adventure, video games, mmo, role playing games, vr, virtual reality, thriller, wuxia, cultivation, science fiction, bundle, collection, omnibus, sword and sorcery, progression

Nate wants more to life than moving from town to town, hustling chess with his con-man grandfather or wagering pick-up games online. A new immersive game opens up the chance to bring in a steady paycheck. Maybe enough to convince his grandfather to stay straight. Little does he know how his actions will change his life.

A GameLit coming of age story. It has been two years since the Shift--when most technology stopped working, and the laws of physics changed. Humanity has been brought to its knees. Like other survivors, Noah Henson has heard rumors of the Aelves. Among other guesses, predatory aliens seem as good as any other theory for what caused the Shift. But for Noah, everything else takes second place to survival, sometimes even self-respect...or any sort of decency. Lawless, post-apocalypse America had forced Noah to make many difficult decisions, and he has never seemed to choose correctly. However, despite hating himself, he doesn't have the strength or the courage to change. He will get a lucky break in a big way, though--a mysterious orb with otherworldly power. In time, perhaps Noah will find another path. And if he does die during the Shift, maybe it won't be the end of his story. Sometimes, another chance can be an opportunity for redemption.

Ken'ishi is just 17 years old and an orphan after the mysterious death of his parents. He dreams of training with a master who will some day help him become a samurai. Traveling with Silver Crane, a sword that belonged to his father, and a dog, Akao, for a sidekick, Ken'ishi's adventures begin after he murders a policeman and must flee. Just when he thinks he has escaped trouble, he saves Kazuko, the daughter of an influential lord, from a group of bandits. In return, he is asked to live in the lord's house, where he falls in love with Kazuko. Forced to flee once again, Ken'ishi goes on a hunt to discover his past while fighting off warriors and demons, not to mention worrying about the bounty that's on his head. Will he find out if his father really was a samurai or why the sword he wields seems to be infused with magic? Written while the author lived in Japan, HEART OF

THE RONIN combines historical fiction with fantasy to keep readers guessing what Ken'ishi will encounter next in Heerman's mystical universe. Publishers Weekly says it best: "Numerous tantalizingly unresolved plot threads will have readers anxiously awaiting the second installment in this gripping tale of ill-fated love, betrayal and destiny."

Dragon Heart

A Journal of Computer Game Development

Spawn Campers

Webnovel

Stolen Magic

Iron Will 2

Epic storytelling at its very best, the Otherland series gets better and better with each new volume.

Leveling up on the high seas Castle Sardonis is surrounded by enemies on all sides and dangerously short of supplies. When a needed shipment goes missing the party finds themselves on the high seas beset by pirates and seeking the Goddess of the Sea. New loot, new levels, and new mysteries to unravel as more is learned about the world. Liam, Walt, and Ashley return Immediately following the story from Dungeon Crawl the focus remains with the same group and focused on their struggles within the Crucible Shard. Bonds of friendship continue to grow but they each find themselves pushed in new ways by this world. LitRPG If you haven't read book one and have no idea what this new genre is about that's ok. LitRPG has the focus on characters in a virtual world using those familiar mechanics. It is really a lot of fun and has a lot of enthusiastic fans.

He can save her life—if he sacrifices those he swore to protect. King's bastard Shianan Becknam buries himself in his military career to avoid the dangers of drawing political attention. When the artifact intended to end an interdimensional war is damaged, a mage is trapped on the other side of the rift with her servant—only the cheery young boy is really one of the monstrous enemy, disguised as a human. Shianan is desperate to rescue Ariana, one of his few friends, but to do so requires committing treason and betraying his people to attack. State mage Ariana struggles to survive as a prisoner of war in a world of deadly magic and unfamiliar customs. Her only ally is her former servant, once again a renowned warrior caught up in political machinations. To survive, he'll have to take up the fight against Ariana's world. As their people's wasted armies prepare for fresh battle, bastard, mage, and monster must set aside prejudices and rivalries to find an end to centuries of conflict, before they die as traitors. Book 1 in a new epic fantasy series The Shard of Elan. Reviews say: "Shard & Shield is one of the most character-driven fantasy novels I've ever read, and I mean that in the best way." "...a gripping fantasy tale and characters that I've come to care for who face complex situations that don't have easy answers. A great read!" This new epic fantasy series by an award-winning author is recommended for fans of Patrick Rothfuss, Brandon Sanderson, and Brent Weeks.

Walt and Oz need to level up to survive and every minute is going to hurt. Walter LePointe and Oswald Blackwell just woke up inside of the online role playing game Realms of Th'loria. With no memory of how they arrived, Walt and Oz soon learn the hard way that living in an epic fantasy world isn't all it's cracked up to be. As level 1 characters with no skills or experience, nothing can prepare them for their new lives as they prepare to Enter the Realm.

The Way of Kings

Hack

Changing World

Shards of Reality

Revived- A LitRPG Adventure

Frostworld

Introduces the world of Roshar through the experiences of a war-weary royal compelled by visions, a highborn youth condemned to military slavery, and a woman who is desperate to save her impoverished house.

A boy abandoned at an ancient school of warrior arts. A princess bartered away as a treaty bride. A lurking evil with the power to topple the world. Ji Yu Raijin is happy to live out his life serving his school, cultivating his life force, and learning the Path of Darkening Skies, an ancient and noble warrior art-until the day comes when he has to choose: remain true to the teachings of his path and allow his art to die out or commit an unforgivable sin and save the world. Second princess Shyong San Koida was born the only cripple in a dynasty of powerful warriors. With a broken life force, the only way Koida can contribute to her family's empire is by sealing a strategic alliance to a barbarian leader with her hand in marriage. But hidden forces within the court conspire to stop the union and obliterate the Shyong San dynasty at all costs. At the intersection of the servant boy and the princess's stories lies a secret, malignant art bent on destroying not only them, but the entire world. Darkening Skies is the first novel in the Path of the Thunderbird series, for fans of wuxia, xanxia, cultivation novels, demon beasts, and all styles of martial arts. Darkening Skies is written by eden Hudson, enthusiastic but terrible martial arts student and best-selling author of Jubal Van Zandt and the litRPG fantasy Rogue Dungeon.

Companion piece to the WoW Diary

ONE MORE LEVEL Ever dream of being trapped in a virtual reality RPG? Craving one more quest? Read on, adventurer! Sarah, Eric and Josh secretly log onto the new Tower of Gates VRMMORPG and stumble on a world unlike any they have seen before. Swords, sorcery, and intrigue abound. While not planning on staying in the unreleased game long, life happens. They soon learn the stakes are even higher than they imagined. To survive, they will need all their strength, courage, and wisdom, not to mention help from friendly NPCs, magic items, and everything else as they delve deeper into the game. Hack is the first book of the Tower of Gates LitRPG Saga. Previously published as the first half of Goblin. Extensive rewritten and professionally edited. Enjoy...

The Crafting of Chess

The Realms Book One (a LitRPG Adventure)

Ice & Blood: A LitRPG/GameLit Viking Adventure

First Login

The WoW Diary (junk)

The Last Warrior of Unigaea

"Fueled by Tolkien's sweat, Willy Wonka's blood, and Clint Eastwood's attitude." Minutes after being drawn into the Monsters, Maces and Magic world as their characters, the unsuspecting players fell under attack. Kim, having become the warrior monk Byeol, didn't survive, thanks to a rampaging ogre. But the party's quest to obtain a Revive the Dead Spell for Kim proved futile. Fortunately, rather than departing, her soul entered the party's vacant soul gem. Such enchanted gems are rare and valuable. Somehow word of the party's treasure has reached Black Venom, leader of the local thieves' guild. He offers the party a deal they can't refuse: They get Byeol back, he gets their vacant soul gem. If only it was that easy. Nothing of consequence in the Monsters, Maces and Magic world is ever safe. Or easy. Praise for Monsters, Maces and Magic "Ervin's imagination is fueled by Tolkien's sweat, Willy Wonka's blood, and Clint Eastwood's attitude. A crazy mix to be certain, but a combination that makes for amazing possibilities." Ray Johnson, LitRPG Audiobook Podcast "Exciting and hilarious! It feels like a true game with friends." Dueling Ogres Podcast "I was pulled into the world and could see the rules of the world unfold. This really does feel like a game. A fun game that I am going to have to continue." Casia's Corner

The prince-heir's life hangs by a thread, and the last person to see him conscious was the king's bastard, Shianan Becknam. As rumor grows of Commander Becknam's possible fratricide, Shianan pushes away Black Mage Ariana Hazelrig, lest her rise be destroyed by connection to him. Ariana has returned from her abduction to the Ryuven world, bringing an herb which could fight the plague reported through the countryside. Her efforts have resulted in unprecedented negotiations toward peace. But if the prince-heir dies, the tentative truce will fall into blood feud, and Ariana's new renown cannot help her to save Shianan. Luca, enslaved once more, is summoned before the queen to answer for Shianan's crimes. Abandoned by his family, his hope of salvation dims with each passing day. Tamaryl, again styled a traitor, is bound in a magic-sapping prison. He has given everything toward ending this war—and he will soon learn what price he must pay for it. The epic fantasy continues in the beloved Shard of Elan series!

He's entered the ultimate VRMMO. But will a glitch prevent him from leaving with his sanity? Unable to see color, smell, or taste, Dave longs for a more vibrant life. So when he learns of a Japanese company seeking beta testers in a unique full-immersion game, he jumps at the chance to escape his bland monochromatic world. But when a code-error causes him to skip the tutorial, he's thrown into play with no skills—racing to restore his health points. With only weeks remaining before he loses access to the project and the vivid senses he's finally gained, Dave teams up with a young archer and a clever shapeshifter. Desperate to extend his playtime, the trio quests for a magical stone. But while battling madness in a bizarre fairy forest where killer spirits want his head, he must fight for his very identity. Can Dave expand his gameworld abilities and defy the gods themselves? Changing World: Origin is the first book in the thrilling Changing World LitRPG fantasy series. If you like well-developed worlds, heroes leveling up, and realities blending with magic, then you'll love Sergei Katz's amazing universe. Buy Changing World: Origin to enter an exciting virtual dimension today!

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.

Enemy of the World

Heart of the Ronin

A LitRPG Adventure

Main Character Hides His Strength Book 3

Awakening

Siphon

Oric Rune, A Player Killer with nothing left to lose, wants nothing more than to avenge the villagers of Ducat, who were butchered before his very eyes by the Drachma Killers. But with the people of the Rune Lands encroaching on the southern cities of Unigaea, and something brewing in the sky that could prove fatal to the entire online world, Oric must make the choice between personal vengeance and becoming the hero he is destined to be. Joining him on his epic journey are a giant Tagvornin wolf, a mute Solar Mage, and a cunning illusionist named Sam Raid. Do not miss this powerful LitRPG fantasy trilogy by the author of Fantasy Online and The Feedback Loop series!

Fantasy fans of Rick Riordan's Percy Jackson and John Flanagan's Ranger's Apprentice series will embrace this first novel in an adventure-filled, Viking-inspired series by a debut author. Meet Karn. He is destined to take over the family farm in Norrøngard. His only problem? He'd rather be playing the board game Thrones and Bones. Enter Thianna. Half human, half frost giantess. She's too tall to blend in with other humans but too short to be taken seriously as a giant. When family intrigues force Karn and Thianna to flee into the wilderness, they have to keep their sense of humor and their wits about them. But survival can be challenging when you're being chased by a 1,500-year-old dragon, Helltoppr the undead warrior and his undead minions, an evil uncle, wyverns, and an assortment of trolls and giants. Readers will embark on a sweeping epic fantasy as they join Karn and Thianna on a voyage of discovery. Antics and hair-raising escapades abound in this fantasy adventure as the two forge a friendship and journey to unknown territory. Their plan: to save their families from harm. Debut novelist Lou Anders has created a rich world of over twenty-five countries inhabited by Karn, Thianna, and an array of fantastical creatures, as well as the Thrones and Bones board game. Praise for Frostborn: "Future fans of Tolkien and George R.R. Martin can happily cut their serial-fantasy teeth on this first book of an eventual series." -Kirkus Reviews "A fun, fast-paced, and highly enjoyable tale." -Garth Nix,

bestselling author of the Abhorsen trilogy *"...a powerful, fast-paced tale... The setting is rich, the characters well-defined, and the danger ever-paramount." -Publishers Weekly, starred "...an excellent choice for readers new to the genre. The themes of staying true to oneself, teamwork, and individuality will resonate with readers." -School Library Journal "...this accessible fantasy brings together two very different children bound by common goals." -Booklist "The most delightful fantasy I have read in ages. . . . Put me on the waiting list for book 2!" -Amy Plum, international bestselling author of the Die For Me series

Best Seller for 2 months #1 in Asian Myth& Legend eBooks#3 in Fantasy Adventure Fiction
In the first book, Hajar lost it all. His body ruined, parents dead, and his title of Prince replaced by a slave collar. It seemed like Primus had deprived him of everything. But no one can take away a man's will to fight. Even if his heart turns into a bleeding stone due to endless grief and suffering, it won't matter. The most important thing was that he still had the will to go on. The thought of taking revenge on his family's murderers gave him the strength to survive. After receiving a piece of the mighty Dragon's heart, he regained his strength and enlisted in the army, where he made real friends and fought by their side in many battles. He started harnessing his new power and acquiring great knowledge. Hajar has already had many adventures, but this is only the beginning of his great journey, full of magical mysteries, palace intrigues, epic battles, tempestuous love and the cultivation of his power..."Dragon Heart" is one of the top-rated Wuxia LitRPG novels in Russia. The author has been writing the story for only one and a half years, however, it already has 1100 chapters spanning 12 books. The whole story is planned out and will have over 2000 chapters and 20 books. The version in Russian has been read over 10,000,000 times. This story has made Mr. Klevanski the #1 or #2 author on the 4 biggest self-publishing sites in Russia. Right now, "Dragon Heart" is being translated into English and published chapter by chapter on several American sites. This novel contains uncensored scenes of battle that may or may not include depictions of violence and gore. Read it at your own risk. #wuxia #reincarnation #adventure #martial_arts #litrgp_elements

A new LitRPG world has arrived! It's Ruwen's Ascension Day, and he finally dies for the first time. His newly revived body can learn Spells and Abilities for the Class given him by the Goddess Uru, and dying is no longer permanent. Ruwen's high intelligence makes becoming a Mage inevitable. With his new powers, he will locate his parents and clear their family name. But nothing goes as Ruwen imagined, and when a rival God tries to kill Ruwen shortly after his disastrous Ascension, his focus turns from his future to just surviving. His choices place him in the middle of an ancient war, and he must overcome the limitations of his unexpected Class to reach level five. Only then will he have the tools needed to survive. But dying now comes with a terrible penalty, and failing Uru might not only cost him his life and loved ones but his entire world. It turns out dying on your Ascension Day is the easy part. ***** Hey, LitRPG readers! I've created an FAQ for Shade's First Rule to answer some of the common questions and to help you decide if this book is for you. It can be found at: afkauthor.com/faq

Ronin Trilogy: Book One

Survival Quest (The Way of the Shaman

A LitRPG Novel

First Song, Book One

Principles of Likability

Crown & Creed

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

"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!

Small changes for big results in your social life, presence, and relationships. Learn how to be captivating, memorable, and magnetic. Likability is one of the most important traits you'll ever learn. It's more important than your intelligence, looks, status, wealth, prestige, or education. Likability is the true currency of life. Do you seem to fade from people's memory as soon as the conversation ends? Banish those feelings of rejection and dejection. Principles of Likability investigates the aspect of human nature that affects us the most - what makes us drawn to someone without our even realizing it? This is what we strive for everyday, and it can make or break our moods. Likability - what is it and how can we achieve it consistently? Use the principles laid out in this book and you'll wonder no more. Make a powerful first impression and build a thriving social circle. Patrick King is an internationally bestselling author and social skills coach. His writing draws of a variety of sources, from scientific research, academic experience, coaching, and real life experience. He has taught the art of becoming likable for years and only writes about real tactics that have been proven to work. Utilize the subconscious causes of likability and charm. •Simple everyday decisions to be more likable. •Why conventional advice about focusing on others is flawed. •How to actually listen - a unique and different approach. •What value has to do with your likability and charm. Become pursued and sought out instead of ignored and forgotten. •Why being shallow isn't always bad, and is actually valuable. •What abrasiveness is and why it's more powerful than likability. •How to become worthy of being liked as second nature. Likability has the power to take you anywhere you want in life.

On Frostworld, only the strong survive... Jarl Beckström dreams of one day becoming a great warrior. Sadly, he had the misfortune of being lowborn-classless, unable to level up. He lives the mundane life of a poor mud-farmer, subjected to the whims of the infamous battleborn and the magical fireborn. But legend says that deeds of great courage can change a person's class... When the Clan Lord's son unexpectedly disappears, Jarl sees an opportunity to prove himself a hero and rise above the lowly station of his birth. He goes against the traditions of his people to seek his destiny... and possibly even his death. However, dark things stir in the frozen wilderness. A star has fallen from the heavens and the dead have begun to rise. While clanholds struggle in eternal conflict and powerful men vie for control, only an ambitious mud-farmer and his domineering sister can shed light on the true enemy: the monstrous, undead draugr... Don't miss the start of an epic GameLit/LitRPG adventure with a Viking and Norse Mythology twist. It's perfect for fans of Unsouled, Iron Prince, and Sufficiently Advanced Magic.

Stone Warrior

Barrow King

Book 1, The Warrior's Return

Origin

Shade's First Rule

Book One of the Stormlight Archive

Alexander Dumsky, or Alex Doom, was a dark wizard. At the age of seventeen, he was convicted of a litany of crimes so long that even the seasoned investigators, judges, and prosecutors involved in the case could only shudder. Not a single attorney could be found to defend him in court. But four years later, Alex was released from prison to become the Professor of Dark Magic. They'd thrown him into the deepest hole they could find, one built for the sole purpose of holding wizards, and then they let him back out again... Why him? Why then? Oh, you're not surprised to hear talk of wizardry? Well, then you probably know that the Magic Lens, which was invented in 2032, let humans see and use magic again. Or do you know?

Cameron Diaz shares her formula for becoming happier, healthier, and stronger in this positive, essential guide grounded in science and inspired by personal experience, a #1 New York Times bestseller. Throughout her career, Cameron Diaz has been a role model for millions of women. By her own candid admission, though, this fit, glamorous, but down-to-earth star was not always health-conscious. Learning about the inseparable link between nutrition and the body was just one of the life-changing lessons that has fed Cameron's hunger to educate herself about the best ways to feed, move, and care for her body. In The Body Book, she shares what she has learned and continues to discover about nutrition, exercise, and the mind/body connection. Grounded in science and informed by real life, The Body Book offers a comprehensive overview of the human body and mind, from the cellular level up. From demystifying and debunking the hype around food groups to explaining the value of vitamins and minerals, readers will discover why it's so important to embrace the instinct of hunger and to satisfy it with whole, nutrient-dense foods. Cameron also explains the essential role of movement, the importance of muscle and bone strength and why we need to sweat a little every day. The Body Book does not set goals to reach in seven days or thirty days or a year. It offers a holistic, long-term approach to making consistent choices and reaching the ultimate goal: a long, strong, happy, healthy life.

A teen from Ohio discovers he's the last in a long line of magical warriors chosen to fight to the death. Before he knew about the Roses, sixteen-year-old Jack lived an unremarkable life in the small Ohio town of Trinity. Only the medicine he has to take daily and the thick scar above his heart set him apart from

the other high-schoolers. Then one day Jack skips his medicine. Suddenly, he is stronger, fiercer, and more confident than ever before. And it feels great—until he loses control of his own strength and nearly kills another player during soccer team tryouts. Soon, Jack learns the startling truth about himself: He is Weirlind; part of an underground society of magical people who live among us. At the head of this magical society sit the feuding houses of the Red Rose and the White Rose, whose power is determined by playing The Game: a magical tournament in which each house sponsors a warrior to fight to the death. The winning house rules the Weir. As if his bizarre magical heritage isn't enough, Jack finds out that he's not just another member of Weirlind—he's one of the last of the warriors, at a time when both houses are scouting for a player.

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.

The Body Book

The Law of Hunger, the Science of Strength, and Other Ways to Love Your Amazing Body

A LitRPG Novel

The Warrior Heir

The Eternal

Seven Heroes

Devon Walker has one chance to turn her life around. A half-wit ogre, a legion of overgrown jungle beasts, and a power-tripping AI are trying to stop her. Relic Online is the hottest new game out there, and it's Devon Walker's best hope for escaping her hard-knock life. Thanks to her rocking achievements in other games, she's been hired as a salaried player. Even better, her new position comes with cutting-edge implants that turn RO's virtual reality into a full sensory explosion. Her only task? Drive the game's creator AI to the outermost limits of its creativity. Sounds easy, right? But when Devon logs in, her expectations shatter like an ice golem hit with a sonic blast. Wearing nothing but a cloth tunic and ragged pants, she spawns inside a ruined city overgrown by steamy jungle. With zero skills and nothing in her inventory but pocket lint, she immediately runs afoul of the city's guardian, a stone golem the size of an apartment building. The encounter does not go well. And Relic Online is just getting started with her.

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

The First Calamity failed to put an end to a decade full of conspiracy and betrayal. Even as the heroes of old return to the front stage as the world's adversary as was foretold, the way forward is fraught with traps and machinations by those who seek to further their own objectives with no regard to the harm they bring upon the innocents. Meanwhile, the world is still afflicted by the ticking time bomb in the form of the Curse of Extinction that can extinguish the light of mankind all on its own, independent from even the mighty Calamities. But this seems to do little to unite the people into working together against the incoming crisis. Still shunned and branded as the Enemy of the World, a lone struggle to gather power and strength continues. A clue the so-called Destroyer had found led him deep into the jungles in the south, into the lands of Panchuria. But waiting for him there were nightmares, created from the hopes of the past.

The Newbery Honor author of Ella Enchanted, Gail Carson Levine, weaves a thrilling tale of mystery in this companion to A Tale of Two Castles. Elodie, the dragon detective Meenore, and the kindly ogre Count Jonty Um are all on their way to Elodie's home island of Lahnt. Elodie has barely set foot on land before she learns that the Replica, a statue that keeps her island's deadly volcano from erupting, has been stolen! If the Replica isn't found in three days, a mountain will be destroyed. And when Elodie ends up alone with a cast of characters that may all be guilty, she has to use her wits to try to unravel a tangled web of lies. New York Times bestselling author Gail Carson Levine has written an imaginative, fast-paced mystery that will be enjoyed by fans of A Tale of Two Castles, as well as those meeting Elodie, Meenore, and Count Jonty Um for the first time.

Ascend Online

LitRPG: 5 Books

AlterWorld

Book #1) LitRPG Series

Frostborn

Dark Wizard's Case

The human Race is at war with the Vicious Dalki and when they needed help more than ever, THEY started to

come forward. Humans who had hidden in the shadows for hundreds of years, people with abilities. Some chose to share their knowledge to the rest of the world in hopes of winning the war, while others kept their abilities to themselves. Quinn had lost everything to the war, his home, his family and the only thing he had inherited was a crummy old book that he couldn't even open. But when the book had finally opened, Quinn was granted a system and his whole life was turned around. He completed quest after quest and became more powerful, until one day the system gave him a quest he wasn't sure he could complete. "It is time to feed!" "You must drink human blood within 24 hours" "Your HP will continue to decrease until the task has been completed" More info, visit: <https://www.webnovel.com/>

Sungchul Kim, the man who reached the pinnacle of physical strength. Wielding the divine hammer, Fal Garaz, he goes on a quest to defeat the Demon King and put an end to the Calamities. However, having almost reached the end of his quest, he hits a wall which cannot be overcome by pure force. Resolved to do anything to accomplish his goal, he hides his identity and returns to the place where everything began all those years ago. To start anew on the path of Magic for the sake of a promise. His dismal past, his difficult present, and his desperate future constantly weighs on his mind. His name inspires dread in all, and even those saved by his hands wish him death. For he is- The Enemy of the World.

Trapped in his own body by a debilitating medical condition, Xavier Lee seeks reprieve from his giant-sized problems through full immersion into the game world of Nova Terra. Billed as the first true alternate reality, Nova Terra runs parallel to the real world and promises to fulfill the fantasies and desires of those who dare plunge into its mysterious depths. In order to adjust to his new life of quests, skill mastery, and magic, Xavier will have to forget everything he knows. As he struggles to make the most of his new-found freedom, Xavier will have to learn to deal with a new body, new friends, and a new world that is much more than it seems. Nova Terra, your dreams, your world.

Do you fear the darkness? Do you fear the pain and terror within? It wasn't my fault. I didn't mean to look for things I wasn't supposed to. I didn't mean for death to come after me. I really didn't. But it still happened. I'm Zoran and my name is the only thing I remember about myself. I don't know why I woke up in a forest, why I taste blood in my mouth, and why I see weird screens in front of me. From the time I first woke up, all I wanted was to find out who I was. But what I didn't expect was for my search to spark something that was never meant to happen. It has started now. I can see it. Cities will burn and towers will fall. Chaos will descend the heavens and ravage the earth. The darkness is coming, and the world will tremble in its wake. Series Reading Order: The Eternal: Awakening - <https://www.amazon.com/dp/B06XKZ5QMK> The Eternal: Dragonborn - <https://www.amazon.com/dp/B06XKV2HK4> The Eternal: Transcend - <https://www.amazon.com/dp/B073X5QXHT> The Eternal: Infinity - <https://www.amazon.com/dp/B07598CXDM> The Eternal: Hellbringer - <https://www.amazon.com/dp/B078P52S74>

Skills for a Memorable First Impression, Captivating Presence, and Instant Friendships

Enter the Realm

Mountain of Black Glass

Temple of Sorrow

Shard & Shield

Main Character Hides His Strength

Genre: Young Adult Urban Fantasy. Word Count: 54070 Seventeen-year-old Sydney and her parents have finally found something major they can't agree on. Hell will freeze over before they let her date Shawn. Sydney is not going to let that stop her. Even when her plans go astray and she accidentally frees Corrin, a Celtic warrior, from his stone imprisonment, she is still determined. Her and Shawn are destined for each other. Parents, ancient warriors and evil spirits will not keep them apart. Sydney and Shawn forever. This story was written by an Australian author using Australian spelling.

Jade has spent her life fighting boredom in the terminally ill ward. Surfing the net or reading, she always envied the ability of others to go out and experience the world. She knew her wish to live a normal life was far beyond her reach, but after waking up one morning without the sounds of her life support, she opens her eyes and finds herself with a weak but healthy body in a magical world. As blue game-like system notifications fill her vision, she knows that she'll have to adapt quickly in order to survive

A group of teenagers find themselves mysteriously transported to the planet Mendala and confronted with the task of defeating an evil villain who wields the power of the Book of War.

My Vampire System

Nova Terra: Titan

Darkening Skies

Quest Of The Seal Bearers

Dodge Tank