Blademage Beastmaster A Litrpg Series Book 1

In this sequel to Post-Human, humanity will be forced to face a future more advanced than it could have imagined if it wants to survive. Nineteen months have passed since the A.I. turned against humanity and was subsequently destroyed. In the meantime, James Keats has turned over the A.I.'s powers to a non-intelligent, easily controlled operating system. He and Thel have left the planet and spent six months vacationing on Venus, which has been newly terraformed without the consent or knowledge of the Governing Council. The A.I. has been deleted, but the message it sent out into the abyss of space in search of a companion has been answered. An alien force dwarfing the Earth is on its way to find out why the A.I. has stopped communicating. Keats and company can only assume its intentions will be hostile when it finds out the truth. Only one thing is for sure: nothing will ever be the same again.

Welcome to the Trans-Human era. Welcome to the singularity. "A thought-provoking, energetic sci-fi book, with a robust dose of high-octane exploits." -By A.F. Stewart, author of Chronicles of the Undead

War has come to the Willful Institute. It has come to the first realm. For years Alva has trained, developed weapons and tactics never seen in the ten realms. Now Alva moves in the background, supporting the Adventurer's Guild. No band of fighters, no sect looking to gain individual honors. The armies of Alva were forged together in Alva dungeon. Tempered in body, in mind, in mana. Supported by Alvan traders, crafters, they reclaimed the lost floors of their home. They captured Vuzgal and defended it in the vicious battlefield realm. Now Alva is going to war. Their abilities, their skills tested head on. One individual is strong. A nation focused, a nation brought together for a single goal. It is something that could shake the very foundations of the ten realms. A beast stirs in the Beast Mountain Range, raising their eyes to the higher realms. It is time Erik and Rugrat stepped out of the shadows.

An anthology collection of seven stories set on the planet Ludus.

Extreme power. Beasts trampling an empire. A multi-planar invasion. Luke has the strength to save the world, but finding Cookie comes first.

The Cadet (LitRPG. Squadcom-13. Book:1)

A LitRPG Apocalypse: The System Apocalypse: Book 3

Nascent

Sense: A Fantasy LitRPG Saga

One More Last Time

Zee Locked-In

Magic isn't something that creates, it divides. There is no school of magic, only affinities. Mages, those with this ability, harness this latent power to affect the world around them. Be they Druid, Wizard, Sorceress or Warlock, each is separate and disjointed. Yet with separation comes prejudice, the conception of ideas and ideals about another unlike oneself that can breed nothing but ill intent. Labels, prejudices, ignorance and judgement surround us and that, is what this story is all about.For few laws govern the magical communities across the world. While all laws are equal in penalty, some are more equal than others. One such law, none can know what really lurks in the dark. Only when they've experienced it for themselves, and are brought within, can be told the truth.It's typical if you think about it. the average stiff working a desk job gets to sleep peacefully at night while those at the extremes of society know the score. Those at the top get rich while those at the bottom barely survive.So, what do you do when you discover you can see spirits, interact with the restless dead and raise zombies..., that you're a Necromancer. What do you do when you learn the world's united against you? That they see nothing wrong with removing you as a threat to the order that keeps them oppressed.You raise a middle finger, and do what needs to be done.

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!

Steven Bauer always thought chess was just a game.... Until the sultry brunette in the little black dress did her best to incinerate him. Yesterday, he was just an ordinary guy. Today, he is the White Pawn, a combatant in a nightmarish game of chess where people are the pieces, and the world is at stake. To survive the deadly Black Queen, Steven must pull together the rest of his pieces. The Knight, a grieving teenage boy caught up in a web of gang violence. The Queen, a young woman at death's door, her body ravaged by leukemia. The Bishop, a disgraced priest haunted by visions of the game. The Rook, a suicidal drunk reeling atop a storm-ridden skyscraper. But Steven isn't the only one looking for his team, because the Black Queen already has her pieces assembled....

Montana's new life in Vuldranni, the medieval fantasy game world he lucked into, isn't quite the tranquil extended fishing trip he'd been hoping for. But you gotta admit, he's doing pretty well for himself. Now he's Montana Coggeshall, heir to a dukedom. If he can get his crew to Osterstadt and claim it in time.Heir Today, Pawn Tomorrow is a heart-pounding adventure through uncharted territory. Montana and the party must cross WarWaters, a lake that offers everything but a pleasure cruise, and then race through a dense, forbidden forest full of hungry beasts, unfriendly races, and a few cocky nobles. If you're ready for an epic quest full of hellbeasts, ghost royals, and wyrm guts, this is the book for you.

An Official Minecraft Novel

A LitRPG Fantasy Series

Minecraft: The Haven Trials

The War (Play to Live

Sub-Human

Being the head of a monster-girl homestead isn't easy. Yeah, there is plenty of awesome sex and cute/horrific monster babies, but Ken Jewell soon has his hands full when a big band of bounty hunters start looking for "Crazy Ken" in the surrounding wilderness.To grow his small empire, Ken's going to have to find some new monster women to make clever and strong babies with. And where does a human soldier from Earth find monster girls to make babies with?The Underdark!

Now, get the eBook for free with a physical copy to celebrate the release of book 2!.I'm Drew Liam, a cultivator, a human being capable of crushing mountains and rerouting rivers with a flick of my fingers. But seriously though, I'm sitting on a mountain so far away from civilisation it might as well be the godforsaken arse of the world and these control freaks still won't leave me alone. I'm about to ascend and can't wait to leave this crapfest of a planet. Turns out, the powers-that-be decided that an unaffiliated rogue like me is too big of a risk to let run around free.So they sent all the sect-, organisation- and churchmasters, hidden Dao protectors and other bigshots my way to kill me. This failed, obviously. I managed to ascend in a glorious shower of divine power and ascend, after which someone else managed to bitch slap me to another dimension altogether, unfortunately.Long story short, I just woke up in a valley watching some critters murder each other while trying not to freak out about how bad it smells here. Soo... where the fuck am I? Why is that deer fighting a feathery squirrel? Why am I teaching this baby rabbit saved from a cannibalistic mother how to kick beings in the face with the power of qi? Fuck it, let's just kidnap some clueless kids and teach them the wonders of the supernatural power called qi, alright? Why not have them call me 'Teach' in the meantime? I secretly do enjoy causing pain in the name of education, after all. Come join Drew as he adventures across a rather primitive medieval, low magical fantasy planet while trying to regain his status as a cultivator who spits in the face of the heavens and the earth.

All Hail the Tiny Snake God!When life ends, many believe a soul is judged. Warriors might got to Valhalla, saints might go to heaven, and evil-doers go to hell... but what about someone who doesn't fall into any of those categories?Well, some of them end up like... this.------From the online web-serial, comes a story of reincarnation, comedy, and the winding path towards existential redemption: All Hail the Tiny Snake God!

Death came on swift wings. A soul, blessed by a goddess, falls to the land and enters his new life. He clings to a single memory, the defining moment of his previous life. Now, he learns how to succeed in his new life, as a new dungeon heart. To become the best dungeon he can be, he partners with the one existence all dungeons need: his bonded Dungeon Pixie

LitRPG Series

City of the Undead (In the System Book #2)

Surviving Ludus

Dodge Tank

Drafted

Brightblade

Journey into a lawless land and take its toughest trials in this official Minecraft novel! All of Cecelia Alao's friends call her Cece. All one of them. But she and Therese are so close that one friend is all Cece needs. Both at school and in their shared Minecraft world, Cece and Therese are inseparable. Until the night before the first day of school, when Therese sends Cece a message, three words that change everything: We are moving. Therese's new home in the USA is 7,000 miles away from Lagos, where the two best friends grew up. Not only is Cece facing secondary school without her best friend, but she's losing the world she built with Therese. But Cece still has hope. Maybe she can't cross the world to get to her friend, but in Minecraft she won't need to. Therese has invited her to a new server-with new friends from her new home-a place called Haven. All Cece has to do is join and they'll be reunited. It's that easy, right? When she follows the invite, she realizes just how wrong she was. Lost in a chaotic world named Anarchia, Cece learns that the server's owner, a shadowy figure called the Ocury, has sealed off the peaceful land of Haven behind a twisted initiation ceremony called the Haven Trials. Three titanic tasks. Five lives to complete them. A host of dangerous mobs and griefing players. If Cece fails, she'll be banned from the server forever. There's no way she can do this alone. If she wants to play with Therese again, she's going to have to find new people she can rely on-both in-game and IRL. No time to lose. . . . The trials await!

"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!

One More Last TimeA LitRPG/Gamelit Adventure

Damaged. Disgraced. Dishonored. And the only hero who can save seven worlds. When a freak accident ruins his body and his memory, Wes Malcolm loses his scholarship and his place in the world. Every treatment has failed, save one: a fully immersive VR game, designed by his late, disgraced father, that mimics the condition his body used to possess. To everyone's disbelief, his body and mind slowly improve, bit by bit, but it's still not enough. Then one night, he wakes up in a world just like the game his father designed. Here, he can grow, learn, and thrive. But this world and all its sister planets are under assault from nightmare creatures, supernatural storms, and a host of other cataclysms. The strange, beautiful steward of these worlds offers him a deal: Save her planets, and he can take the power he gains back to his original body on Earth. It's the best chance he's ever been offered. But will his determination be enough, both for himself and the worlds now depending on him? Come and find out.

Dominion of Blades

A Litrpg Novel

The Snake Report

Survival Quest (the Way of the Shaman Book #1)

Trans-Human

A Litrpg Adventure

As the fighting competition grips Vuzgal, the city-state declares its independence and strength.Alva prepares to retake the lost floor of Water.The Adventurer Guild hones their blades, training and cultivating. They prepare for war, for the Willful Institute to reap what they have sown.Erik and Rugrat's travels take them to the sixth realm, a realm with cities under the sun and dungeons beneath.Not all of Earth's modern knowledge is used to help or heal. The Beast Mountain Range is United under the Empire.Join Erik and Rugrat on their Epic Fantasy journey, even a small party's adventures can build a city and give rise to an Empire.If you love heart-pounding video game action, stats, loot, crafting and matching of realistic technologies with magical abilities. Well, why aren't you reading already?Grab the 6th realm part 1 today!

After learning he has just months to live, Gemini Fowler is granted one shot to cheat death when a billionaire game-developer offers to transfer his consciousness into a virtual realm.

In 2043, Capes Online is the biggest, most popular VRMMORPG in the world. With over one billion active players and counting, gamers can become brave Heroes or cunning Villains, their every choice determining their Alignment. Everyone wants to play this game and almost everyone does.Except for 25-year-old police officer Nyle Maxwell, who can't log out. Killed in a car accident on his first day on the job, Nyle gets his mind uploaded to Capes Online to save his life. But the one way mind-to-game upload process means Nyle can never return to his physical body in the real world. Nor is he allowed to contact his friends and family outside the game or else he risks deletion by the secretive government organization that put him in the game in the first place.Things get even worse when a villain known as Dark Kosmos takes over Capes Online not long after Nyle's arrival. Trapping all of the players in the game and cutting off all contact with the real world, Dark Kosmos targets Nyle for death.Now Nyle must become a true superhero and save his fellow players from Dark Kosmos while adjusting to his new digital life. All of which would be much easier if he didn't have a hyperactive sidekick overly fond of puns or if he even wanted to be here in the first place.

The Onlivik Spores have been defeated, the dungeon tamed but at great cost. John and his friends are reeling from the losses, but the countdown to full integration to the System continues. Threatened by System-integrated races and new, more powerful monsters, John will need to get creative if he and the city are to survive. The Cost of Survival is Book 3 of the System Apocalypse, a LitRPG / GameLit Apocalypse book that combines modern day life, science fiction and fantasy elements along with game mechanics.

Equalize

A LitRPG/Gamelit Adventure

Endless Fantasy Online

Minecraft: The Dragon

A LitRPG GameLit Fantasy Adventure

Something

When Peter finds himself on a strange planet, drafted into a war by alien abductors, his only goal is to be one of the few to survive the war and return home to Earth.Peter is one of thousands who get abducted every year, as payment to the aliens. The aliens have given humans portal travel, healing serums, and other advanced alien technology. The quality of life has improved, but everything has a price.Along with a group of strangers Peter is trained for war by going up against literal monsters. The troll-like aliens won't give them modern weapons. Humans have to battle monsters with swords and shields, and that is just to get out of boot camp. His only chance to survive is to use the alien device he is given. The device can increase his strength and speed to superhuman levels. It can even grant him powers that seem like magic. Complicating things is that the device's interface is written in an ever-changing alien language. He will have to figure out its secrets if he wants to keep himself and his team alive.A Science Fantasy novel with LitRPG elements.

The first stage is complete. Ivan Susanin has managed to survive and, together with the other leaders, unite the various players into the Alliance. Yet this is only the beginning. A huge goblin army is approaching from the city outskirts, while the undead roam inside the city. The people from Earth are stuck between a rock and a hard place. The only way to escape another massacre is to capture the goblin fortress, and hold out until the end of the mission. Or to abandon their wounded and scatter, hoping to avoid getting killed.This is a serious challenge for the newly formed Alliance. However, even if this risky plan succeeds, nothing is over yet. The second mission will be followed by the next and the next. The new gods will not back down, for the Altar is a unique chance for one of them to gain power and become the leader of a united Pantheon. Sooner or later, the goblins and the undead will fall, and no price is too high to secure victory.It is time to make a choice. Hide behind the safety of the walls or leave the besieged fortress and head deeper into the inner suburbs. To the domain of the undead. To where stands the temple of the fallen goblin god. To a place where one will get the chance to decide one's own fate.

A ruined life. A broken heart.?He thought it was the end, and his gun sat ready to make sure.But an oddball offer from his only friend comes at the literal last second. Curiosity gets the best of him, and he finds himself sucked into iNcarn8, a game claiming to be a whole new life. Now as Montana, the larger-than-life tank warrior, he has one more last time to get his life right.One More Last time is the first book in The Good Guys, a LitRPG GameLit series. If you like fast-paced adventure, RPG mechanics, and sweet level progression with a deep magic and game system, this book is for you. It has notes of The Land and classic Dungeons & Dragons campaigns, and stars a lovable idiot of a main character who can't seem to shake his dark past and find the quiet life he so wants.

What do you do when the game resets around you?Just when Montana thought he had life in Vuldranni figured out, the rug is pulled out from under him. He's alone once again, but now he's in the crosshairs of the man who would be emperor, and a whole host of people are counting on Montana to provide a safe haven for them.Montana has one hope of actually completing his quest of forming a dukedom: he needs to bust Nikolai out of prison.A prison that no one has ever escaped from alive.A prison whose only exit is little more than rumor and probably doesn't even exist - through a sentient dungeon, hell-bent on causing torture, inflicting pain, and extracting the ultimate price: life.Montana and his hirōmen are down to their last chance. So they get themselves arrested and enter Osterstadt prison. Can the Good Guys do good by going bad?Dungeon Mauling is LitRPG adventure cruising at breakneck speed. There are epic hobgoblin battles, hordes of monsters, insane leveling, otter hammer throws, relentless mimics, the most revolting water slide you'll ever hear of, and one cocktail you can only hope to forget.

Sixth Realm Part 1

Path of the Necromancer - Origins

The Phoenix Kingdom

Delvers LLC

Dungeon Crawler Carl

Journal of an Outlaw

The magic flames are raging. Blades are melting. Souls are reduced to ashes in the fury of battle. The grand finale of the war for the First Temple is upon us. The last trump cards have been played, the reserves are all exhausted, and even the gods have engaged in the plebeian fight. The universe is on the point of collapse. Broken are the chains which hold the worlds together. The icy waters of the Baltic cool the scorching sands of the Frontier. The creatures of AlterWorld spill the first blood on the quiet streets of Earth's cities. What will Max do? Become embittered and butcher his enemies? Seize the deserted castles and abandoned lands? Attempt to save the one who had given her life defending him? Or try to win the jackpot by finding a way home, back to Earth?

Gaia has awakened, and the world will never be the same again. Rockland Barkclay has had a rough year. On top of everything else, his father has just passed, and Rocky has to go it alone on their annual trip. But his plans for drinking alone in Algonquin Park are rudely interrupted by a sea of cosmic energy that governs the universe. Ether, the driving force of creation, has returned. Now a confused Rocky must navigate odd hovering messages to survive. With the awakening of the very planet they reside on, humans are in a desperate fight to survive in an evolving world. If only Gaia hadn't woken up so very... very... unhinged.

Barliona. A virtual world jam-packed with monsters, battles - and predictably, players. Millions of them come to Barliona, looking forward to the things they can't get in real life: elves and magic, dragons and princesses, and unforgettable combat. The game has become so popular that players now choose to spend months online without returning home. In Barliona, anything goes: you can assault fellow players, level up, become a mythical hero, a wizard or a legendary thief. The only rule that attempted to regulate the game demanded that no player was allowed to feel actual pain. But there's an exception to every rule. For a certain bunch of players, Barliona has become their personal hell. They are criminals sent to Barliona to serve their time. They aren't in it for the dragons' gold or the abundant loot. All they want is to survive the virtual inferno. They face the ultimate survival quest.

The near future. A UFO appears on Earth's orbit. Ignoring all contact attempts, it showers the planet with priceless artifacts. Choose: perfect health, ten million dollars, or seven years in prison as per the new amendment.The night of the Meteor Shower, Paul and his friends run around the city, engaging in quick fights with citizens gone crazy, trying to obtain one of the artifacts.But is it really selfless help the mysterious aliens are offering? What awaits a human who holds a precious crystal in his hand? Where will he wake up tomorrow? What if the first thing he sees when he opens his eyes will be the blinking line of text: "Loading location: virtual training ground Kubinka-Digital. Welcome, cadet! You're now space fighter pilot!

Seventh Realm Part 1

The Slime Dungeon

The DAO of Magic

Monster Empire

A Fantasy Post-Apocalyptic Story

Dungeon Mauling

The Journal of an Outlaw Series is a comedic take on the fantasy genre. Book 2 is a 214-page book with 100 journal entries that tell you more adventures on an unnamed rogue in the Unremembered Realms. The book series has been described as a blend of Lord of the Rings and Monty Python. Book 2 spends more time delving into the character and all his associates. If you thought you read it all in Book I, you haven't read nothing yet! The book is meant for adults, but the humor is safe for kids to read. The references and situations that the Outlaw finds himself in will have you turning page after page to see what other mess he's gotten himself into.

Jace Warin never wanted anything more than to attend the School of Swords and Serpents to escape the labor camps and restore his family's stained honor. But the determined young martial artist soon discovers the school he's always dreamed about is teeming with secret plots and sinister designs. To survive, he will have to master long-lost jinsei techniques, repair his wounded soul, and face down a most unexpected enemy: The Academy's ruthless headmaster and cunning professors. Hollow is the first book in the School of Swords and Serpents series, a tale of wuxia adventure, cultivation mastery, and lurking threats. "Wow, this book is crazy-good. If the Harry Potter series were somehow violently smashed together with the characters from Mortal Kombat, you might have something that comes close to the School of Swords and Serpents." -James A. Hunter, Bestselling Author of Rogue Dungeon, Bibliomancer, and the LitRPG epic Viridian Gate Online

Many people want Cerin Heliot dead. While studying to be a mage at a prestigious university, Cerin is seized by an obsession with necromancy. When his secret knowledge of the forbidden magic is discovered, he becomes one of the nation's most-wanted criminals overnight, sending his life into a tragic downhill spiral. In this gritty story of survival, Cerin learns the hard way that to make it in a cruel world, he must become its match. Rather than run from the law forever, he builds an undead army to face it and make it fear his name. When all living loved ones are lost, Cerin must rise to be a master of the dead. Rise of a Necromancer is a standalone character-driven origin story in the Six Elements universe. Reading the completed Six Elements series is recommended but not required. While the beginning of the novel features a juvenile protagonist, like all of Rosie Scott's works it contains extreme mature content. Rise of a Necromancer explores adult themes (tragedy, psychological trauma, emotional and substance abuse) and contains graphic violence, gore, and cursing.

Hunt the mesmer. Free the captives. Be the hero you never wanted to be. It's been ten days since Jade finally got out. Out of the bed she spent her life trapped in, out of the hospital, and now out of the city, the walls, and way outside of her comfort zone. The wilderness is a terrifying place, especially when you're hunting mesmer...and everything else is hunting you. Unfortunately, getting out of the forest won't get her out of the woods. She'll need to navigate court politics and foreign policy if she wants to come out in one piece.

Paving a way through state affairs will prove at least as difficult as trying to find her way through Basaigh Woods. Andara's newest traveler has a lot on her plate; it's a good thing she's hungry for adventure!

God's Eye: Awakening: A Labyrinth World Novel

Proxy War

The Player Blackout: A Superhero Litrpg Adventure

Cost of Survival

Rise of a Necromancer

Gemini's Crossing

A realm aside from our own is the center of the realities, home to every spectrum of magic. From the beautiful to the terrible, it was all held in delicate balance by the Eternal Emperor and his immortal children. For 10,000 years, the empire was the bastion that protected the sentient races from the darkness, but the revolution, and the War of the Gods has changed all that.... Jax is a pretty regular guy, has a job he tolerates, a girl he kinda, sorta loves...and he fights creatures from the UnderVerse in his sleep, leaving him covered in horrific scars when he wakes up. When his brother vanishes and five years later he's kidnapped as well, he's given a stark choice by his asshat of a father: Go to the UnderVerse in reality, travel to the capitol of that ruined realm at the center of reality, and open a portal for the Noble Houses to return home...or die. Slowly. That's the good news. The bad is that he has to survive the arena first, to prove his right to go. Twelve will enter, only one can leave....

Take flight with the ender dragon in this official Minecraft novel! When a desert town is threatened by illager raids, a young adventurer turns to a newborn dragon to save her home. Zetta is the best potion-maker in the village of Sienna Dunes. Okay, maybe she's the only potion-maker in the village of Sienna Dunes. And maybe her potions don't exactly work like they're supposed to all the time. But when her village is menaced by a pack of illagers, only Zetta can see that the traditional ways won't keep Sienna Dunes safe anymore. Zetta journeys to her eccentric aunt's workshop outside town to search for an answer and finds a lot more than she bargained for. A mysterious egg hatches into a scaly creature with purple eyes, black wings, and poisonous breath. It can't possibly be the mythical ender dragon . . . can it? And if it is, can Zetta raise it to be the savior her village needs? The threat of the illagers is growing fast, and Zetta's accidental dragon is growing even faster. With the help of her two best friends and her daydreaming little cousin, Zetta must train the scariest (and scaliest) baby in the Overworld. But when the dragon is fully grown, will it save Sienna Dunes? Or will it spell the village's end?

Lucas "Luke" Patterson, an ordinary geeky college student, gets a summer job at Vortex Industries. His summer job is to test a new virtual reality game using the Vortex Capsule, a machine capable of fully immersing you into virtual reality. His first session is life changing, and he quickly becomes engrossed in a new fantasy world. Things are going great until a rogue hacking group attacks the servers that host the game, trapping all the players inside. Things get even worse when a dark force gains power and has sinister plans for Endless Fantasy Online. Can Luke and his new friends survive the dark forces that are on the rise? Will he, and the other players, be able to cope with the fact that they can't return to Earth? Will Vortex Industries find the hacking group responsible and save the players? Find answers to all of this and more in Endless Fantasy Online: The Phoenix Kingdom!

A magic apocalypse. Refugees from Earth. A new world. Elves, orcs, and dragons! Portals from Overworld have appeared on Earth, and beings intent on conscripting humanity into the mysterious Trials have invaded. Earth is doomed. Humanity has been exiled. Can Jamie save mankind? Jamie Sinclair, a young man with unique gifts, must find a way for his family and friends to survive Earth's destruction and build a new home in Overworld. The Trials is not a game. Will Jamie survive its challenges? Join Jamie as he struggles through the brutal Trials while wrestling with his new magics and Overworld's game-like dynamics. A fantasy post-apocalyptic survival story of one man's journey to save humanity.

Pawn's Gambit

Overworld (the Dragon Mage Book 1)

Book #6)

Heir Today, Pawn Tomorrow

Downfall and Rise

Hollow Core

In the near future, things have gotten bleak. The global economy has collapsed, the climate crisis is undeniable, the US government has been openly sold to the vast wealth of monopolistic Mega Corporations. Is it any wonder that most anyone that can afford to do so has fled online into a massive Virtual Reality simulation called the OVR Worlds?Zachary "Zee" Jones had thought that being an OVR Worlds player was so far beyond his means, there was no point in even dreaming about it. Until he got arrested, convicted and sentenced all within 24 hours. However, even within the OVR Worlds, vast inequities exist, especially if you're Inmate 81348, as Zee is now known.

Before he was Old-timer, he was Craig Emilson, a young doctor, sucked into military service at the outbreak of World War III. Enlisting to become a Special Forces suborbital paratrooper, Craig is selected to take part in the most important mission in American military history—a sortie into enemy territory to eliminate the world's first strong Artificial Intelligence. The mission is only the beginning of Craig's story, and for the story of humanity as well, as they accelerate towards a world that is post-human.

For over thirty years, Dominion of Blades has been the hottest online role-playing game in the world. Any gamer with an immersion rig can enter the world of sword and sorcery, of goblins and dragons, and they can hack and slash their way to glory. But the game is too real for some, and after an epidemic of real-life fatalities, public use of the immersion technology has been banned, causing the game to be shut down. Jonah wakes to find himself in-game, level one, with no memory of how he arrived and no way to eject. With only two companions, trapped in a world that once hosted millions, Jonah must battle his way across a treacherous landscape, fighting virtual monsters, all-too-real pain, and a very human enemy in a desperate bid to survive.

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.