

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

Viridian Gate Online is more than just a game... and now, it's Alan Campbell's whole world. Recently deceased and squishy as hell, Alan, a newly minted Illusionist, is forced to flee for his life. He needs time to deal with his loss, both in-game and IRL, but first he'll have to escape his crazy ex, the treacherous Firebrand, Thalia Daceran. On his way to safety and revenge, he'll team up with Titus, the Imperial spymaster, as well as a crew of pirates, commandos, and even a shapeshifting Mimic with a taste for blood. His path leads to Wyrdtide, a gaslit city hidden in mists and governed by dark demigods. But even with Alan dead, the world marches on. Will the government seize control of V.G.O.? Did Horace, the blind beggar, really die? And whatever happened to Jeff? Find answers, new purpose, and the machinations of the gods in this action-packed continuation 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!

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

Former adventurer and treasure hunter Sheva Callister is offered a special, mysterious reward by a noble from the city of Ptolus in exchange for her retrieval of a seemingly unimportant brooch. Against her better judgment, Sheva takes the job and finds herself in a complex web of deception. Young adult.

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.

Viridian Gate Online: Side Quests: A Litrpg Anthology

Scaled Soul

Litrpg Series

The Dead Rogue (an Npc's Path Book #1)

Eden's Gate: the Reborn: a LitRPG Adventure

Eden's Gate: the Arena: a LitRPG Adventure

**A rebellious knight. A fearsome dragon. An impossible challenge. When a fiendish enemy attacks his family's keep, Taun, a human knight, must bond with the spirit of an ancient warlord: the Dread Dragon Tyrant Axaranth. And though accepting the dragon's soul scale saved his family from certain destruction in one battle, Axaranth's power threatens to tear Taun apart before they can win the war. To save himself from the dragon trapped within him, Taun must brave the dangers of the Celestial Academy. Surrounded by young dragons, the knight must master the power of dragon's breath. Something no human has ever achieved. Faced with haughty young dragon nobles, deadly tests of his skill, and hostile traditions, the knight must transform a band of unlikely dragon students into a formidable force. Because if Taun doesn't win the school's brutal competition and an audience with the Scaled Council, his family and the dragon kingdoms are doomed to fall to the dark enemy of a previous era. Scaled Soul is the first book in the Dragon Academy series. Filled with magic, crafting, and exotic dragons, this novel from Gage Lee, bestselling author of the School of Swords and Serpents Series, will enchant fans of the cultivation genre!**

**Unchivalrous knights, mischievous gods, and horny unicorns on a not-so-holy quest. Camelot will never be the same... In the fantastical realm of heroes gone awry, there's always a lesson to learn and a village to pillage. Whether it's a scum-guzzling faery detective, a mead-swilling skald, or a sex-fiend rusalka, life in The Avalon Cycle is hilariously twisted. And now these less-than-honorable champions will take you on a raunchy ride of debauchery, disgrace, and befuddlement. With filthy tales harboring serious insights into human nature, this utterly warped cluster of stories will make you laugh out loud and ponder the mysteries of the universe. Dare to join a ridiculous group of characters as they concoct new legends and murder old myths. Or don't... but do you really want to miss this magically ludicrous mayhem?**

**Emerald Helm is the first hysterical instalment in the Tales of Courtyl Valor fantasy short stories collection. If you like quirky Arthurian retellings, bawdy comedy, and existential philosophy, then you'll love Andrew Marc Rowe's wildly distorted fables. Buy Emerald Helm to dive into an outlandish world today!**

**New edition of this classic and pioneering account of what happened to the thousands of people who left Skye and the wider north of Scotland to make new lives across the sea. This is the story of the Highland impact on the New World.**

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

**Ultimate Toolbox**

**Inquisitor's Foil**

**A Litrpg Novel**

**Viridian Gate Online - Cataclysm**

**Empirical Endgame: A LitRPG Adventure**

**Red Reckoning**

Can a single promise change the world? Even with the Crimson Alliance formed, Rowanheath taken, and Carrera dispatched, the onslaught never ends for Abby Hollander. Keeping the Spider Queen in check and handling water provisions was never what Abby wanted to do with her life, but it's what the war demands of her. To add to that never-ending list of demands, Abby as well, and unfortunately, Abby already promised she would answer if Naitee called. Now Abby will have to go where no Traveler has ever been allowed before, face a series of grueling trials, and battle the gods themselves, risking everything to return balance and save her sorceric brethren. If she fails, the realm of Gaia could once again be overrun by the power of the gods, become the greatest Firebrand in all of Eldgard. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series-and bestselling author J.D. Astra, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

The gods walk again ... When Marine Corps pilot Jacob Merely crashes during a routine mission off the coast of Cyprus, he was sure it was game over. After surviving the crash and pulling himself onto the sandy shores of a long-abandoned island, however, Jacob unwittingly stumbles headfirst into the ancient ruins of a dead city. Unfortunately, he also stumbles into a world of horrors. He is now its newest recruit. The island once belonged to the Amazons, daughters of Ares, the God of War, and stood as the final bastion between the human world and the monstrosities of the Great Below. But Jacob's arrival has awakened the old gods and disturbed the seal holding the ravaging darkness at bay. Now, with the help of a sacred gem containing Ares' power, Jacob must defenders of humanity and fortify the island stronghold. And if he fails, Hades will unleash his army of the damned and the world of men will fall, giving rise to an age of walking nightmares. "You had me at mythology. You sold me at the crafting, game mechanics, great characters, and serious action. From start to finish, War God's Mantle delivers. Do not miss this! From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, and War God's Mantle-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

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

The End is Coming.An extinction-level asteroid is cannonballing toward Earth. In humanity's final hours, a lucky few earn a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Making that leap of faith might mean survival, but it comes with a steep price tag: "Travelers" will forever be stranded as digital avatars inside a virtual world of monsters, all-powerful AIs, and cutthroat players. Let the games begin ... Six amazing authors. Six incredible new tales. All set in the best-selling Viridian Gate Online Universe. Side Quests is an anthology for fans, by the fans! Included in Side Quests: "A Gentleman's Work" by James A. HunterWhen an Imperial Inquisitor captures a Thieves Guild Operative, Cutter must use his wits and cunning to escape, while using every grift in the book to stay one step ahead of a Headsman's Blade. And the prize for this extraordinary quest? Nothing short of the keys to the Rowanheath Thieves Guild. 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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! Three days ago, Jack Mitchel saved his life. By dying. He dodged a world-ending bullet-in the form of an extinction-level asteroid cannonballing toward Earth-by successfully uploading his mind into the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Unfortunately, he's also stumbled headlong into a secret conspiracy that will transform V.G.O. into a new feudal dark age. Jack expected to live out his new fantasy life in peace, but now he and his misfit crew of rebels are the only ones preventing a tyrant emperor and his regime from taking power. Thankfully, everything isn't quite as hopeless as it seems-Jack has a plan. Sort of. With only a handful of supporters, he's going to get the jump on the bloodthirsty empire by snatching one of their key cities right from underneath their noses. In order to pull off the impossible, however, Jack's going to have to develop his formidable Shadowmancer powers, raid some ridiculous dungeons, and make some shady allies-allies who may be more dangerous than the empire itself. From James A. Hunter. bestselling author of Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series!

“A kind of apocalyptic Super Size Me” (The Guardian) that is both “page turning and thoughtful” (Financial Times) about “prepper” communities around the world that are building fortresses against an array of threats. Currently, 3.7 million Americans call themselves preppers. Millions more prep without knowing it. Bradley Garrett, who began writing this book years before the 2020 Covid-19 pandemic, argues that prepping is a rational response to global, social, and political systems that are failing to produce credible narratives of continued stability. Left with a sense of foreboding fueled by disease outbreaks, increasing government dysfunctionality, eroding critical infrastructure, nuclear brinkmanship, and an accelerating climate crisis, people all over the world are responding predictably—by hunkering down. Garrett traveled across four continents to meet those who are constructing panic rooms, building underground backyard survival chambers, stockpiling supplies, preparing go bags, hiding inflatable rafts, rigging mobile “bugout” vehicles, and burrowing deep into the earth. He has returned with “a big-thinking, deep-diving, page-turning study of fear, privilege, and apocalypse” (Robert Macfarlane, author of Underland) from the frontlines of the way we live now: an illuminating reflection on our age of disquiet and dread that brings our times into new and sharper focus. With scenes that are “fascinating, amusing, crazy, chilling, and surreally topical” (Douglas Preston, author of Lost City of the Monkey God), Garrett shows that the bunker is all around us: in malls, airports, gated communities, the vehicles we drive. Most of all, he reveals, it's in our minds.

Virtual worlds are places of boundless freedom. Anyone can become an elven mage or an invisible rogue, join a clan and go on raids, fight, develop their characters and most importantly, escape from the daily grind. However, a game is only a game if you can quit. This is something I learned the hard way. I just wanted to let off some steam in virtual reality and ended up getting murdered and imprisoned in the body of one of the undead

Viridian Gate Online: Cataclysm

Hunter

Path of the Blood Phoenix

Viridian Gate Online: Vindication

Monte Cook's Ptolus

Troll Nation

*Second novel in the Dark Eldar Path series The eternal city of Commorragh has been cast into turmoil by the Dysjunction, a cataclysmic disturbance in the very fabric of its existence. As the streets are inundated with horrors from beyond the veil the supreme overlord, Asdrubael Vect, battles to keep his enemies in check and maintain his stranglehold over the riven city. Kabal turns upon kabal, archon against archon as the fires of hell are unleashed. Redemption for Commorragh rests in the hands of a disgraced incubus warrior wrongly accused of triggering the Dysjunction itself. His efforts to reclaim his lost honour could save the city or damn it forever – assuming it can survive the daemonic invasion and the archons' deadly battles for supremacy.*

*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.*

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

*The Darkling City has fallen, but its final Stronghold remains. With the Reality Editor in hand, Jack thought the assault on Skalahólt would be a short victorious war, but his army has been stopped cold, and worse, someone close to him has been taken by the Overmind of Death. Every second counts if Jack wants her back alive, but to even have a chance, he'll have to leave his troops behind and dive into Thanatos's twisted game within a game. Stranded behind enemy lines with only one shot at victory, Jack is faced with seemingly impossible challenges that will require him to think outside himself, to change, and even to lose. But as the puzzles take a new turn and the other Overminds finally reveal their hands, it soon becomes clear that more than just this battle or even the war is at stake. Eldgard's future is being written in Jack's every action and word, and the Travelers may not have a place in it... From James A. Hunter the Bestselling Author of Rogue Dungeon, Bibliomancer (Completionist Chronicles Expanded Universe), and Shadowcraft Academy for Dungeons comes the final installment in the bestselling LitRPG Epic Viridian Gate Online! Jack's adventures in a cutthroat virtual reality fantasy world will grip fans of Ready Player One and The Stormlight Archive alike. With over 350,000 copies sold, this is one series you don't want to miss!*

*A Dance Called America*

*Bunker*

*Dodge Tank*

*Darkling Siege*

*Zee Locked-In*

*A Viridian Gate Online Novel*

Priest or not, Liset is a healer, and she's here to save their ass, not kiss it. After rescuing a holy relic from Darklings, Liset the Blessed learns no good deed goes unpunished. The Temple of Areste has given her a day and a half to make a choice: be excommunicated for turning in the quest item or excommunicated for stealing it. Either way, she risks losing her hard-earned class as a Priestess of Gaia, and with it, her ability to heal the people of Viridian Gate Online. But the world has other plans, and her temple is the least of her worries. Between the return of the Darklings, an ancient Hvitalfarian evil, and a brewing civil war in Rowanheath, there's plenty of need for a healer. As a former physician, she has more tools at her disposal to heal people than magic. Even if she must go to war with her own temple, she won't let her faith be ripped away without a fight. Not when so many people depend on her.

The third and final novel in the Dream Caster series by USA TODAY BESTSELLING AUTHOR Adrienne Woods. Chastity Blake, or just Chas as her friends call her, is in the Nether with Ash, the remaining shadow hounds, and her grandfather, Lord Cradone. The Death of her mother, Veronique, a Shadow Caster, weigh heavily on Chas, and her relationship with Leigh is a dangling situation. She doesn't remember much of the night her mother died, but she knew there is a betrayal, she doesn't know who is behind it, and she might or might not have the entity of Magdalena hidden deep inside her. The third and final part of Dream Casters is filled with secrets, a twist no one sees coming, and secrets that will be revealed.

Written in the 1950s, Hunter recounts the career of John A. Hunter, a professional big-game hunter and former chairman of Tanganyika National Parks. J. A. Hunter led a life of adventure, but, perhaps, the most astonishing tale in this book is his incredible adventures while hunting rhino. As a game ranger, he was ordered by the Tanganyikan government to clear out dozens of rogue rhinos from the area around Makueni, and the accounts of his experiences are spine-tingling. Hunter hunted throughout East Africa-for bongo in the Ituri rain forest (former Zaire), lion in Masailand (Kenya), and the man-killing buffalo near Thomson's Falls with his favorite dog (Kenya).

Inside the Game, players struggle to survive in a world where technology no longer functions.On Tygon, fans are unable to view what is occurring. Trew and Danielle rush to save both realities, but they are unable to know what the other is doing.The fate of reality depends on a Game, and time is about to run out...

The Artificer

Tales Of Courtly Valour I

A LitRPG Adventure

Viridian Gate Online: Resurrection

Dream Casters: Milieu

Virtual Prophet

The end of the world is not such a bad thing for Russian weapons engineer Vlad Nardoir.Really his world ended six months ago when his wife died, and ever since then, things have been downhill. Soul-crushing medical debt. Favors to the Russian mafia. Now, asteroid. For Vlad, this is life in a nutshell.But, in a wild twist of fate, he has found a way out. A chance to start fresh in a brand-new ultra-immersive MMORPG called Viridian Gate Online. Making the leap might kill him, but again, death is not such a bad thing for a man with nothing to live for. Even in the virtual world, however, old grudges burn true, and the past is not as far gone as it seems. He must use his quick wits, rugged persistence, and peculiar set of skills as a weapons engineer to make a place for himself in this new world, or be forcibly dragged back into the very life he fought so hard to escape.

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!

"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!

October, 2042 An extinction-level asteroid, 213 Astraea, is cannonballing toward Earth. Collision, imminent. An international team of scientists is working around the clock to avert the cataclysm-few are optimistic. World governments are preparing for impact with deep earth bio-dome bunkers, but only a select few lottery winners will be saved. Jack Mitchel, a thirty-two-year-old EMT living in a tiny studio apartment on the West Coast, isn't one of those winners. Still, there might be a way for him to survive Astraea: a slim chance, requiring a radical leap of faith. Through a connection at Osmark Technologies, Jack's acquired a NexGenVR capsule and with it, a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Taking that leap of faith, though, means permanently trapping his mind in the game, killing his body in the process. Worse, one in six die during the transition, and even if Jack beats the odds, he'll have to navigate a fantastical world that's filled with near-limitless opportunities, but also home to vicious monsters, domineering AIs, and cutthroat players. And when Jack stumbles upon a secret conspiracy to sell off virtual real estate to the ultrawealthy-transforming V.G.O. into a new feudal dark age-the deadly creatures inhabiting Viridian Gate's expansive dungeons will be the least of his concerns. If Jack can't game the system, he's going to be trading in a quick death for a long, brutal one ...

Building for the End Times

The Scottish Highlands, the United States and Canada

Shadowcraft Academy For Dungeons

*This is Randor; standard date March sixth 2304. It all started when I found Beldon on the floor— No, I suppose it started earlier than that. It started the way most days do, with breakfast. Randor is a mediocre scientist struggling to stand out on a planet where everyone is exceptional. But when a mystery illness sweeps through the Mars Colony, he's finally special; he's the last Martian. He battles loneliness and despair for almost a decade, until he receives a signal from Proxima Centauri. With nothing but a hand-made ship, a dog, and seven rats, he chooses to travel alone across the vast emptiness of space, in the hopes of finding someone. But space is deadly, and time is running out.*

*A Russian weapon engineer's work is never done. Not while the Imperial Legion marches. After dying, losing his soulmate twice, building elemental cannons, and knocking down more than metaphorical walls for the Crimson Alliance, Vlad is looking for a place to call his own: a crafting guild that will be able to produce the most overpowered loot the world of V.G.O. has ever seen. Gathering his personal guard, Vlad sets off across the monster-infested Storme Marshes to find the perfect power source, hidden away in the guts of a mysterious sunken ruin. Unfortunately, the mob from old Earth hasn't forgotten him, and Vlad isn't the only one with a thirst for forbidden inventions. He has less than a week to overcome enemies new and old, or his dream of a guild hall for all crafters will be lost forever. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and author N.H. Paxton, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!*

*Edgewood is under attack, and the threat of war lingers across the Serpent Sea.In order to protect their village, the members of Unity will need to work together to level-up and find better gear. They'll need to lay the foundation of a castle that can serve as a fortification from intruders. But what if there's a better way? When Gunnar learns that the King of Highcastle will grant an audience to anyone who wins an Arena championship, he decides to enter the competition as a gladiator. If he can earn a meeting with the ailing King and persuade him to stop Dryden Bloodletter, he can save Edgewood and potentially countless lives. He'll also get his name posted in every Arena which could lead Rachel one step closer to finding him. The Arena is a spectacle where people gather to watch fighters put their skills to the test, earn fame, and take home gold. Does Gunnar have what it takes to become a champion or has he bitten off more than he can chew?*

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