

Viridian Gate Online Crimson Alliance A Litrpg Adventure The Viridian Gate Archives Book 2

**When an ancient evil awakens and unleashes an army of undead warriors that lay waste to the world of Tamriel, emperor's son Attrebus Mede joins a group of mages, thieves and warriors in a formidably outnumbered battle to protect and reclaim their home. Original. Video game tie-in. 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 Shadowcroft 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!**

**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!**

**In the summer of 1936, W. H. Auden and Louis MacNeice visited Iceland on commission to write a travel book, but found themselves capturing concerns on a scale that were far more international. "Though writing in a "holiday" spirit,' commented Auden, 'its authors were all the time conscious of a threatening horizon to their picnic - world-wide unemployment, Hitler growing everyday more powerful and a world-war more inevitable.' The result is the remarkable Letters from Iceland, a collaboration in poetry and prose, reportage and correspondence, published in 1937 with the Spanish Civil War newly in progress, beneath the shadow of looming world war.**

**Absolution: A LitRPG Adventure**

**Viridian Gate Online: Imperial Legion**

**Monte Cook's Ptolus**

**Viridian Gate Online: Doom Forge: A Litrpg Adventure**

**The Books of Sorcery 5**

*The decision to start a new life is never an easy one, but for Joe the transition was far from figurative. Becoming a permanent addition to a game world, it doesn't take long to learn that people with his abilities are actively hunted. In fact, if the wrong people gained knowledge of what he was capable of, assassins would appear in droves. In his pursuit of power, Joe fights alongside his team, completes quests, and delves into the mysteries of his class, which he quickly discovers can only be practiced in secret. Ultimately, his goal is to complete every mission, master every ability, and learn all of the world's secrets. All he has to do is survive long enough to make that happen.*

*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!*

*The Imperial Legion marches, and war looms on the horizon... Jack Mitchel and his misfit crew of rebels never wanted a fight with the Empire, but the time for diplomacy has passed. Ruthless tech-genius Robert Osmark is coming, and trailing behind him is a vast army determined to wipe the Crimson Alliance from the face of Eldgard. Impossibly, Jack has united the warring Murk Elf clans under his banner, but even with their aid, the Alliance is still badly outnumbered, and Osmark has some nasty tricks up his sleeves. And while the long-awaited battle unfolds, an ancient evil stirs in the heart of Viridian Gate Online-one that will change the game forever. From James A. Hunter, bestselling author of Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series!*

*With more than 20,000 words and terms individually defined, the Dictionary offers huge coverage for anyone studying or working in architecture, construction or any of the built environment fields. The innovative and detailed cross-referencing system allows readers to track down elusive definitions from general subject headings. Starting from only the vaguest idea of the word required, a reader can quickly track down precisely the term they are looking for. The book is illustrated with stunning drawings that provide a visual as well as a textual definition of both key concepts and subtle differences in meaning. Davies and Jokiniemi's work sets a new standard for reference books for all those interested in the buildings that surround us. To browse the book and to see how this title is an invaluable resource for both students and professionals alike, visit [www.architectsdictionary.com](http://www.architectsdictionary.com).*

*Cult of the Spiral Dawn*

*Path of the Incubus*

*Ritualist*

*The Maelstrom*

*Empirical Endgame: A LitRPG Adventure*

This isn't a game. This is his new life.Dave has been wandering through life for a long time. His day job bores him and he never seems to be able to meet his family's expectations. The only escape he's ever had is his love of MMORPG's. But when he becomes the subject of a test without even knowing it, he's portaled into a game-world called Eloria with no way out. His wife and kids ever accompany him. Now, Dave must balance protecting his family with exploring his dream... oh, and trying to stay alive. Monstrous beasts roam Eloria, worst of all, an undead army led by the vile Death Knight.He'll have to adapt fast and learn to cooperate if he hopes to make a new home for his family. And just maybe, along the way, he'll find out w

LitRPG saga perfect for fans of C.M Carney, Blaise Corvin, and Charles Dean.Also available on Audible, narrated by Peter Berkrot (Alpha World, Earth Force).

February, 2043Jack and the crew of the Crimson Alliance have finally made it back from the Realm of Order, but the threat to Eldgard is deadlier than ever.Vogthar incursions are increasing, dungeons falling in droves, towns and cities ravaged by Darklings-Players and NPCs who have willingly sided with the Dark Overmind Thanatos. But thanks to a priceless artifact glimmer of hope on the horizon. Jack and company have unearthed a Doom-Forged relic, one part of an ancient weapon capable of killing even a god. But to assemble the legendary god-killer, they'll need to find the other relics and locate the fabled Doom Forge of the Dwarven godling Khalkeús, all while unraveling a mystery five hundred years in the making.From James A. Hunter, the the litRPG epic Rogue Dungeon!

First Black Library novel starring the mysterious alien race the tau In the jungles of the Dolorosa Coil, a coalition of alien tau and human deserters have waged war upon the Imperium for countless years. Fresh Imperial Guard forces from the Arkhan Confederates are sent in to break the stalemate and annihilate the xenos. But greater forces are at work, and the Co

desperate guerrilla war, their only hope may lie in the hands of a disgraced commissar, hell-bent on revenge.

Second novel in the Dark Eldar Path series The eternal city of Commorrhag 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. As the city's secrets are unleashed, Redemption for Commorrhag 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.

Two Week Curse

The Artificer

Viridian Gate Online: Crimson Alliance

Viridian Gate Online: Side Quests: A Litrpg Anthology

Viridian Gate Online - Cataclysm

*With politics taking centre stage due to the US presidential election, the time is perfect for a reprint of this classic work from Edward Bernays, the father of public relations and political spin and the man who designed the ad campaign that got the United States involved in World War I. Written in 1928, this was the first book to discuss the manipulation of the masses and democracy by government spin and propaganda.*

*Dark forces have extended Edward Wright an offer of incredible power at a terrible cost.....and Edward has chosen to make them regret it. When Edward is swept into the world of Ivalis as a Dungeon Lord, the Dark's most powerful servant, he has no servitude in mind. He'll oppose the evil plans of the Dark god Murmur, whatever it takes.Through only his wits and his guts to help him survive a weakened arrival, Edward must rise to power if he is to earn the right to live another day. But in the battle between Dark and Light, what can Edward choose if both sides are cruel, uncaring monsters?Cold gods laugh in the distant world of Ivalis. Heroes chase after power and experience, while Kings send their armies to their deaths in the name of the Dark and the Light. But no one expects the rise of the Dungeon Lord... And in the world of Ivalis, maybe a single man can forge his own path.*

*The gods walk again ... When Marine Corps pilot Jacob Merely crashes during a routine mission off the coast of Cyprus, he was sure it was game over. After surviving the crash and pulling himself onto the sandy shores of a long-abandoned island, however, Jacob unwittingly stumbles headfirst into the ancient ruins of a dead city. Unfortunately, he also stumbles into an age-old battle between good and evil-and he is now its newest recruit. The island once belonged to the Amazons, daughters of Ares, the God of War, and stood as the final bastion between the human world and the monstrosities of the Great Below. But Jacob's arrival has awakened the old gods and disturbed the seal holding the ravaging darkness at bay. Now, with the help of a sacred gem containing Ares' power, Jacob must recreate the Amazonian defenders of humanity and fortify the island stronghold. And if he fails, Hades will unleash his army of the damned and the world of men will fall, giving rise to an age of walking nightmares. "You had me at mythology. You sold me at the crafting, game mechanics, great characters, and serious action. From start to finish, War God's Mantle delivers. Do not miss this book!" - Harmon Cooper, author of Fantasy Online and The Feedback Loop series.*

*Viridian Gate OnlineInquisitor's Foil*

*Propaganda*

*Inquisitor's Foil*

*A LitRPG Saga*

*Letters from Iceland*

*Troll Nation*

*December, 2042 The Imperial Legion marches, and war looms on the horizon ... Jack Mitchel and his misfit crew of rebels never wanted a fight with the Empire, but the time for diplomacy has passed. Ruthless tech-genius Robert Osmark is coming, and trailing behind him is a vast army determined to wipe the Crimson Alliance from the face of Eldgard. Impossibly, Jack has united the warring Murk Elf clans under his banner, but even with their aid, the Alliance is still badly outnumbered, and Osmark has some nasty tricks up his sleeves. And while the long-awaited battle unfolds, an ancient evil stirs in the heart of Viridian Gate Online-one that will change the game forever.*

*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.*

*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*

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

*Mudman*

*A Viridian Gate Online Novel*

*Cry, the Peacock*

*A High Fantasy Harem*

*Viridian Gate Online --: The Jade Lord*

Thrust into an unknown, unwanted situation, most would feel panic, fear anger and fall into chaos. Erik and Rugrat are not immune to those feelings, but they have stepped into chaos so many times, it is simply a different challenge. Two weeks ago, Erik lost his legs and his arm. Today he got a message. "You have been randomly selected to join the Ten Realms. One may choose to ascend the Ten Realms, thereupon making a request to the Gods of the Realms. Only those who are Level 10, 20, 30, 40, 50, 60, 70, 80, and 90 may ascend to the next realm. Fortune favors the strong! " For a retired combat medic and Marine Recon sniper, the Ten Realms offer a clear challenge and sense of purpose that they had only found on the battlefield. How much trouble can you get into in a new realm?

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

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.

The rise of the goblin king The goblin chieftain Skarsnik ’ s name is known and feared throughout the Old World. When a greenskin horde threatens the borders of the Empire, the greatest military minds in Altdorf seek assistance from a most unlikely source – the disgraced poet Jeremiah Bickenstadt. Though long since consumed by madness, he claims to have spent a great deal of time in the company of the feared Warlord of the Eight Peaks, and can offer a unique insight into what it is that drives and motivates him. From humble beginnings, a monstrous legend is born.

Viridian Gate Online

Shadowcroft Academy For Dungeons

War God's Mantle: Ascension

Dungeon Lord

An Elder Scrolls Novel

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

*Second in the Rifters Trilogy, Hugo Award-winning author Peter Watts' Maelstrom is a terrifying explosion of cyberpunk noir. This is the way the world ends: A nuclear strike on a deep sea vent. The target was an ancient microbe—voracious enough to drive the whole biosphere to extinction—and a handful of amphibious humans called rifters who'd inadvertently released it from three billion years of solitary confinement. The resulting tsunami killed millions. It's not as through there was a choice: saving the world excuses almost any degree of collateral damage. Unless, of course, you miss the target. Now North America's west coast lies in ruins. Millions of refugees rally around a mythical figure mysteriously risen from the deep sea. A world already wobbling towards collapse barely notices the spread of one more blight along its shores. And buried in the seething fast-forward jungle that use to be called Internet, something vast and inhuman reaches out to a woman with empty white eyes and machinery in her chest. A woman driven by rage, and incubating Armageddon. Her name is Lenie Clarke. She's a rifter. She's not nearly as dead as everyone thinks. And the whole damn world is collateral damage as far as she's concerned. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.*

*October, 2042 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.*

*It's been a busy month for thirty-two-year-old Jack Mitchel. Three weeks ago, he died. Two weeks ago, he founded the first Faction in the ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. A week and a half ago the world ended, destroyed by a cataclysmic asteroid. Seven days ago, he conquered the Imperial city of Rowanheath, bringing all of Eldgard to the brink of war. Though Jack's Faction, the Crimson Alliance, has a tenuous truce with tech genius and Imperial lord, Robert Osmark, Jack knows it can't last. Osmark is devious and power hungry, and it's only a matter of time before he sends his forces to wipe Jack and his underdog crew off the map for good. If Jack hopes to survive another month inside of VGO, he must find a way to beat Osmark and his army of bloodthirsty thugs, and a new quest-the Path of the Jade Lord-may be just the ticket. But this quest will be far harder than anything Jack's faced before, pushing him to his mental, physical, and moral limits. And if Jack isn't careful, his quest to defeat Osmark and the Empire may end up turning him into the despot he's been fighting against. From James A. Hunter, bestselling author of Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series! With over 200,000 copies sold, this is one series you don't want to miss!*

King's Gate 2

A LitRPG Adventure

Schism: A LitRPG Adventure

Dictionary of Architecture and Building Construction

Viridian Gate Online: Nomad Soul: A Litrpg Adventure

**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.**

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

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

**Cry, the Peacock** is the story of a young girl, Maya, obsessed by a childhood prophecy of disaster. The author builds up an atmosphere of tension as torrid and oppressive as a stifling Indian summer, both in the crowded, colourful cities and the strangely beautiful countryside. Maya's extreme sensitivity never alienates the reader because it is rendered in terms of measurable human loneliness... How well Desai does in the business of carrying her narrative through to a satisfactory, even explosive end.' – The Times Literary Supplement, London

Viridian Gate Online: Vindication

Year One

The Roll of Glorious Divinity II

Watchers Test

Path of the Blood Phoenix

Intrigue and horror abound in a tale of dark cults and the corrupting power of false faith. The galaxy is vast, and worship of the God-Emperor by His faithful takes many forms. The Spiral Dawn is one of the countless sanctioned sects of the Imperial cult. When a gathering of Spiralytes makes their holy pilgrimage to the sect's home world, Redemption, instead of the haven of enlightenment they are expecting, they find a soot-choked hellhole where their order's founders and an unorthodox regiment of Astra Militarum maintain an uneasy coexistence. As tensions between the pilgrims and the superstitious Guardsmen mount, the new arrivals begin to unravel the dark secrets concealed at the heart of their faith... This paperback edition contains a bonus short story, 'Cast a Hungry Shadow', available in print for the first time.

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.

Build. Evolve. Conquer. The dawn of the Troll Nation has begun ... Roark von Graf-former noble and hedge-mage, current mid-level mob in a MMORPG-has taken down the Dungeon Lord of the Cruel Citadel, but the battle has only started. Lowen, right hand to the Tyrant King, has come to Hearthworld, and he is building an army of his own. Worse, Lowen and company have taken over one of the most powerful dungeons in the game, The Vault of the Radiant Shield. Even as a Jotnar and a newly minted Dungeon Lord, Roark is supremely outclassed and he bloody well knows it. If he's going to weather what's to come and topple the Tyrant King, he'll have to unlock the secrets of the stolen World Stone Pendant, master his new Hexorcist class, form some very unlikely allies, and most important ... Grief some heroes. Let the games begin! From James A. Hunter, author of the litRPG epic Viridian Gate Online, and eden Hudson, author of Path of the Thunderbird and the Jubal Van Zandt Series, comes an exciting new litRPG, dungeon-core adventure you won't want to put down!

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!

Skarsnik

Maelstrom

City by the Spire

Lord of Souls

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!

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!

With new powers and new women, Alex Burke will fight his way across Ratonyyia.The Covenant has sent gifted killers against him, but he will not be stopped.With an elf, a giant, and a demon, he'll prove that killing him is going to be harder than his enemies ever imagined.As his power grows, Alex will find the gods themselves are involved in his future-- and his past.

Rowan taps the combined powers of Max McDaniels and David Menlo to counter the formidable armies of the demon Prusias and relies on the untested powers of Mina to outmaneuver deadly assassins.

Fire Caste

Viridian Gate Online: Resurrection

Sword Art Online: Girls' Ops, Vol. 4