

## The Land Founding A LitRpg Saga Chaos Seeds Book 1

Awaken OnlineThe Land: RaidersSeveranceSurvival Quest (the Way of the Shaman Book #1)Fantasy Online: HyperboreaDungeon BornVoice of PowerImprudenceThe LandTwo Week CurseThe Blade WitchThe LandLife ResetWhite Trash Zombie UnchainedAscend OnlineThe LandDragon SeedThe Land: FoundinRitualistMage's BloodClan DominanceOtherlife NightmaresAwaken Online: PrecipiceOne More Last TimeHackReady Player OneFree the DarknessHero of TheraEden's Gate: the Sparrow: a LitRPG AdventureRebel Star: A LitRPG Post-Apocalyptic Space Opera (System Apocalypse Book 8)The Future of SupervillainyMore Than a GameThe Choice of MagicCitadel of SmokeThe LandA Spell for Chameleon (The Parallel Edition Simplified)1632, Second EditionPatch 17 (Realm of Arkon, Book 1)Revenant WindsThe Electrical Menagerie

### Awaken Online

Jason logs into Awaken Online fed-up with reality. He's in desperate need of an escape, and this game is his ticket to finally feeling the type of power and freedom that's so sorely lacking in his real life. Awaken Online is a brand new virtual reality game that just hit the market, promising an unprecedented level of immersion. Yet Jason quickly finds himself pushed down a path he didn't expect. In this game, he isn't the hero. There are no damsels to save. There are no bad guys to vanquish. In fact, he might just be the villain. (This novel contains graphic violence and language. If books had ratings, it would be rated "M" for Mature)

### The Land: Raiders

Estra would never forget the night she lay in smoldering ash and watched while everything she loved was consumed by fire. She was once a pious young woman, living a peaceful life in service to the Enlightened. Everything changed when her convent was burned down by followers of the profane sorceress Helena the Defiler. Scarred by the events of the horrifying massacre, Estra joined the church as a paladin of the faith where she was tasked with using her abilities to strike down the heretics that plague the world of Eldrin. That once broken woman grew into a powerful figure of justice, and through her duty, she found a sense of fulfillment in protecting the innocent. As a holy warrior, Estra is seen as a hero in the eyes of others, but buried deep within her soul is a forever growing thirst for vengeance against the demons of her past. When she's finally given the assignment of purging those responsible for her suffering, Estra embarks on a journey which reveals that the world isn't as black and white as she'd been led to believe.

### Severance

A powerful dungeon. A sheep-herder turned Noble. Their path to ascendance through cultivation. Conquering dungeons and using them to

grow has long been the most efficient way to become a powerful adventurer. The only thing keeping the process from being easy is the Beasts that inhabit these places. Questions plague those entering this particular place of power: Where do the 'rewards' of weapons, armor, and heavy gold coins come from? Why is a fluffy bunny charging at me? For abyss-sake, why are there so many monsters? Cal has all of the answers to these age-old questions for a very simple reason. He is a Dungeon Core, a soul forced against his will into a magical stone. With the help of an energetic friend, Cal grows a dungeon around himself to bring in new sources of power. When a threat he doesn't fully comprehend bares its many teeth, Cal is determined to survive the attempt on his life. Unfortunately for adventurers, the only way for him to achieve his goal is to eat anyone that enters his depths.

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

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.

### **Fantasy Online: Hyperborea**

A new update arrives to the ultra-popular online game, Realm of Arkon. With Patch 17, the level of immersion experienced by players in their gaming capsules has made virtual reality indistinguishable from the real world. But every gamer's dream becomes a nightmare for Roman Kozhevnikov after he gets confined to Arkon against his will. And not just to Arkon, but to its deadliest zone--Demon Grounds. Playing, or rather living as his character Krian, it's not just about survival for Roman. He longs to exact revenge for his banishment to the virtual world where the sensation of pain has reached one hundred percent

### **Dungeon Born**

Nineteen-year-old Ryuk Matsuzaki and his best friend Tamana decide to start over with new avatars. When Tamana is suddenly killed right in front of him in a Tokyo subway, Ryuk knows there is only one place he can search for answers -Tritania, the world's most popular online fantasy world. Standing in his way are a mysterious guild known as the Shinigami, and his older brother, a Yakuza crime lord hell-bent on squashing his dreams.As a lowly Ballistics Mage, Ryuk must quickly recruit guild members, level up, loot and shoot his way across Tritania to discover the dark and sinister secret behind Tamana's untimely death. Joining him in his quest are a famous Swedish gamer, a powerful half-dragon half-human female assassin, and a devious ax-wielding goblin.Get started on this action-packed, coming of age LitRPG saga from the author of The Feedback Loop series now!

## Voice of Power

Aleron Kong has written five novels in his best selling LitRPG saga, The Land. The journey of Gripping Action, Dark Humor and Epic World Building begins here. Welcome to the greatest game you've never played. When DangerZone Industries had released the latest and greatest Virtual Reality MMORPG, James, and millions of other virtual reality players, sought purpose and self-definition in this new world. The tag line "Live the life your soul was meant for," captured the hearts and minds of his entire generation. "The Land," was the largest and most dynamic virtual reality game of all time. James and his friends had devoted countless hours to become one of the top teams in the game. None of that mattered after James was actually summoned to The Land. What had been an engrossing game became a daily struggle of life and death. James struggles to survive while becoming embroiled in an age old war between the sprites and goblins, avoiding the machinations of the local king and helping an enslaved woman know freedom once again. Join the sensation! Welcome to THE LAND!

## Imprudence

After accepting the fact that he will never know his old reality again, Gunnar looks forward to building a new life inside Eden's Gate. It's time to form a guild, gather resources, and earn the acceptance of the Edgewood inhabitants. If only things were that easy The dark elves aren't thrilled about having humans in Edgewood, the mine isn't vacant, and you can't form a guild without at least a few guild mates. Will Gunnar pursue Adeelee? Is Rachel still out there somewhere? And who is Jax exactly? Could he really be a Sparrow?

## The Land

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.

## Two Week Curse

Maybe it's the end of the world, but not for Candace Chen, a millennial, first-generation American and office drone meandering her way into adulthood in Ling Ma's offbeat, wryly funny, apocalyptic satire, *Severance*. "A stunning, audacious book with a fresh take on both office politics and what the apocalypse might bring." —Michael Schaub, NPR.org "A satirical spin on the end times-- kind of like *The Office* meets

The Leftovers.” --Estelle Tang, Elle NAMED A BEST BOOK OF THE YEAR BY: NPR \* The New Yorker ("Books We Loved") \* Elle \* Marie Claire \* Amazon Editors \* The Paris Review (Staff Favorites) \* Refinery29 \* Bustle \* BuzzFeed \* BookPage \* Bookish \* Mental Floss \* Chicago Review of Books \* HuffPost \* Electric Literature \* A.V. Club \* Jezebel \* Vulture \* Literary Hub \* Flavorwire Winner of the NYPL Young Lions Fiction Award \* Winner of the Kirkus Prize for Fiction \* Winner of the VCU Cabell First Novelist Award \* Finalist for the PEN/Hemingway Award for Debut Novel \* A New York Times Notable Book of 2018 \* An Indie Next Selection Candace Chen, a millennial drone self-sequestered in a Manhattan office tower, is devoted to routine. With the recent passing of her Chinese immigrant parents, she's had her fill of uncertainty. She's content just to carry on: She goes to work, troubleshoots the teen-targeted Gemstone Bible, watches movies in a Greenpoint basement with her boyfriend. So Candace barely notices when a plague of biblical proportions sweeps New York. Then Shen Fever spreads. Families flee. Companies cease operations. The subways screech to a halt. Her bosses enlist her as part of a dwindling skeleton crew with a big end-date payoff. Soon entirely alone, still unfevered, she photographs the eerie, abandoned city as the anonymous blogger NY Ghost. Candace won't be able to make it on her own forever, though. Enter a group of survivors, led by the power-hungry IT tech Bob. They're traveling to a place called the Facility, where, Bob promises, they will have everything they need to start society anew. But Candace is carrying a secret she knows Bob will exploit. Should she escape from her rescuers? A send-up and takedown of the rituals, routines, and missed opportunities of contemporary life, Ling Ma's Severance is a moving family story, a quirky coming-of-adulthood tale, and a hilarious, deadpan satire. Most important, it's a heartfelt tribute to the connections that drive us to do more than survive.

## The Blade Witch

After being betrayed and cursed by an extremely rare spell, Oren, a powerful and influential player, finds himself as a 1st level Goblin! Without even a fraction of his previous power, he vows to pull through and have revenge on those who betrayed him. His thorough knowledge of the game's world and his unique ability to immerse himself entirely are his only advantages. But first, he must figure out how to survive long enough playing what is basically a low-level fodder monster!

## The Land

Horror meets humorous urban fantasy in the sixth book in the White Trash Zombie series • Winner of the 2012 Best Urban Fantasy Protagonist by the RT Awards Angel Crawford has finally pulled herself together (literally!) after her disastrous dismemberment on Mardi Gras. She's putting the pieces of her life back in order and is ready to tackle whatever the future holds. Too bad the future is a nasty bitch. There's a new kind of zombie in town: mindless shamblers, infectious and ravenous. With the threat of a full-blown shambler pandemic looming, and a loved one stricken, Angel and the "real" zombies scramble to find a cure. Yet when Angel uncovers the true reason the plague is spreading so quickly, she adds "no-holds-barred revenge" to her to-do list. Angel is busting her ass dealing with shambling hordes, zombie gators, government jerks, and way too many mosquitos, but this white trash chick ain't giving up. Good thing, since the fate of the world is resting on her undead shoulders.

## Life Reset

Discover Dr. Aleron Kong, the Father of American LitRPG! #1 in Cyberpunk and Video Game Science Fiction! Over SEVENTEEN HUNDRED positive reviews on Goodreads!!!The second captivating installment of Aleron Kong's, Chaos Seeds series."We are life takers and heart breakers," Richter shouted. "Let's go!"Richter and Sion are at it again! Even more of what you loved in the first book! Leveling, world building, awesome items, and what's that you say? Sure! Why not? What's a little necrophilia between friends!?!Join your favorite Chaos Seed as he answers the call of adventure and deals with the invaders, greedy dwarves, and a wood elf that keeps telling him he has a pretty mouth!Welcome back my friends! Welcome back to The Land!!!!

## White Trash Zombie Unchained

Runner and company have safely left the city ahead of the siege. Completing their class promotions with barely any time to spare. Unfortunately he hasn't discovered the password he needs to begin the logoff process to save the four-hundred thousand or so crewmates left alive in this game where dying truly means death. The game continues to shift and change with each day and as a byproduct of Runner's actions. Not only do the rules change, but those he's with have changed. No longer simple programs they have reached actual sentience. Pressing himself ever onwards to learn more about the world he finds himself surprised at every turn. On top of navigating the ever changing game the outside world has contacted him directly. Now he has to begin to navigate the situation as a gamer, IT support, and an officer. Of course this would all be a lot easier if he didn't get captured within a few hours of leaving Crivel. Fate seems to be stacking the deck against him as quickly as she can this time around. The difficulty has been flipped to Nightmare and no one told Runner.

## Ascend Online

Gary Karkofsky, a.k.a Merciless: The Supervillainy without Mercy, has decided to retire from supervillainy. He's lost too many friends and killed too many people (though they all had it coming). Unfortunately, this proves to be easier said than done when the Department of Supernatural Services (DOSS) shows up to arrest him for all of his crimes. Quickly landing himself in more trouble, he decides to get out of town and help a struggling underground kingdom in the center of the Earth. What he finds is an army of Nazis, gods, lost temples, and dinosaurs. He also is forced to fight once more against the world's first supervillain: Tom Terror, archenemy of heroes everywhere. He just can't catch a break, can he?

## The Land

If someone offers you to make a few quick and easy bucks, there's got to be a catch somewhere. A seemingly trifling quest in the virtual world of Waldyra is an excellent opportunity to earn some money, right? It's just that things never quite work out that way. Rostislav

Grokhotov does not want to become anyone's pawn. Therefore, his unexpected acquisition makes him ponder his own goals. Having become the sole owner of a unique spell coveted by top-ranking clans, he no longer wants to go with the flow. That way would only lead to ruin and obscurity. He'd need to go all in-and to have a good plan. With several more contingency plans for good measure. What are the opportunities available to someone in the possession of a unique spell capable of dispelling the veil over the unexplored continent of Zar'Graad? What is the mystery of the legendary Silver Legend set of armor? And what exactly is the game played by the Albatross clan that has hired him? Those are but the first few questions bothering Rostislav, on his way to become a legend in the game world of Waldyra. Prepare for immersion into the stunning world of the famed series that has earned recognition as one of the best examples of the LitRPG genre-Clan Dominance: The Sleepless Ones. Rostislav's adventures online and offline will keep you on the edge of your seat. This legendary LitRPG classic now available in English!

### **Dragon Seed**

BE A HERO OF THERA Do you want to play a game? Think you're good? Really good? Then you might be ready to play The Game where clans are sponsored by actual Demon Lords, Gods and Goddesses, Lovecraftian nightmares, and every other demi-entities of power. Still with me? Not running back to your massively multiplayer on-line games, shooters, or table-top role-playing where you can re-roll or respawn after you've been blasted and buried? Cool. Then roll up your sleeves and enter Thera, a kingdom at the crossroads of many worlds. Don't worry, there are all the usual augmented-reality interfaces, level progression, and game mechanics that you love, but Thera is also real, so are its inhabitants as is your new custom-designed avatar. Oh, your previous body? We've disposed of that old thing so you won't be distracted trying to get back to your so called "real" life. Did we mention the stakes of The Game? Nothing less than all Creation--every world in every universe and reality. Thus, Death Row inmate, Hector Savage enters Thera, eager to use the gaming skills he's cultivated his entire life. Nothing has prepared him, though, for the schemes of Abyssal Lords, barbarian ghosts, evil wizards, and other bad guys who have plans for him--all before he advances to fifth level! Can he win? Can he survive the Free Trial? Find out in this latest entry of the LitRPG genre, Hero of Thera.

### **The Land: Foundin**

Raised and trained in seclusion at a secret fortress on the edge of the northern wilds of the Kingdom of Ashai, a young warrior called Rezkin is unexpectedly thrust into the outworld when a terrible battle destroys all that he knows. With no understanding of his life's purpose and armed with masterful weapons mysteriously bestowed upon him by a dead king, Rezkin must travel across Ashai to find the one man who may hold the clues to his very existence. Determined to adhere to his last orders, Rezkin extends his protection to an unlikely assortment of individuals he meets along the way, often leading to humorous and poignant incidents. As if pursuing an elite warrior across a kingdom, figuring out who he is and why everyone he knows is dead, and attempting to find these so-called friends and protect them is not enough, strange things are happening in the kingdom. New dangers begin to arise that threaten not only Rezkin and his friends, but possibly everyone in Ashai.

## Ritualist

Piers Anthony's bestselling Xanth series is one of the cornerstones of fantasy, a lively and whimsical interpretation of a genre often criticized for taking itself too seriously. Anthony's first Xanth novel, *A Spell for Chameleon*, was initially edited to target a more traditional audience. Now, in an eBook exclusive, *A Spell for Chameleon* has been reworked line by line—its language matching the simpler, playful way with words that made Piers Anthony an enduring fan favorite. Xanth is an enchanted land where magic rules, a land of centaurs and dragons and basilisks where every citizen has a unique spell to call their own. For Bink of North Village, however, Xanth is no fairy tale. He alone has no magic. And unless he gets some—and fast!—he will be exiled. Forever. But the Good Magician Humfrey is convinced that Bink does indeed have magic. In fact, both Beauregard the genie and the magic wall chart insist that Bink has magic as powerful as any possessed by the King, the Good Magician Humfrey, or even the Evil Magician Trent. Be that as it may, no one can fathom the nature of Bink's very special magic. This is even worse than having no magic at all . . . and he still faces exile!

## Mage's Blood

A few days have passed since Jason's confrontation with Alfred and he's debating whether to re-enter *Awaken Online*. Alfred has made a proposition that Jason isn't certain he should accept. After the battle with Alexion, Jason has also been appointed as the Regent of the Twilight Throne. He must assume the mantle of ruling an undead city - with everything that entails. His first task is to investigate the dark keep that looms over the city's marketplace. This act will lead to a chain of events that might ensure his city's survival or create new enemies. Meanwhile, Alex re-enters the game listless and angry after his loss against Jason. With his reputation in the gutter and no prospects, he will face a choice regarding how he intends to blaze his path through the game.

## Clan Dominance

The Acclaimed Debut Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of *Ready Player One* and the adventure of *Game of Thrones* #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome to "The Land!" Tricked into a world of banished gods, demons, goblins, sprites and magic, Richter must learn to meet the perils of The Land and begin to forge his own kingdom. Actions have consequences across The Land, with powerful creatures and factions now hell-bent on Richter's destruction. Can Richter forge allegiances to survive this harsh and unforgiving world or will he fall to the dark denizens of this ancient and unforgiving realm? A tale to shake "The Land" itself, measuring 10/10 on the Richter scale, how will Richter's choices shape the future of The Land and all who reside in it? Can he grow his power to meet the deadliest of beings of the land? When choices are often a shade of grey, how will Richter ensure he does not become what he seeks to destroy? ps - Gnomes Rule

## Otherlife Nightmares

Questions and answers abound in the Rebel Star. Weary and tired from playing Galactic bounty hunter and assassin, John and his crew of intrepid human survivors find themselves in Spaks after their latest escapade bring more heat than ever. In the outcast station of rebels and pirates, John is caught up in Galactic politics once again. As trouble approaches on the hyperdrive engines of his many enemies, John finds answers to the System Quest and even more questions in the Rebel Station. Rebel Star is Book 8 of the System Apocalypse, a LitRPG Apocalypse series that combines modern day life, science fiction and fantasy elements along with game mechanics.

## Awaken Online: Precipice

From New York Times bestselling author Gail Carriger comes the delightful sequel to Prudence. Rue and the crew of the Spotted Custard return from India with revelations that shake the foundations of England's scientific community. Queen Victoria is not amused, the vampires are tetchy, and something is wrong with the local werewolf pack. To top it all off, Rue's best friend Primrose keeps getting engaged to the most unacceptable military types. Rue has family problems as well. Her vampire father is angry, her werewolf father is crazy, and her obstreperous mother is both. Worst of all, Rue's beginning to suspect what they really are is frightened.

## One More Last Time

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.

## Hack

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?

## Ready Player One

Silvester Carthage, illusionist and engineer, has the eccentric imagination the Menagerie needs to succeed creatively--but none of the people skills. Fast-talking Arbrook Huxley, meanwhile, has all the saavy the Menagerie needs to succeed commercially--but none of the scruples. To save their show, Carthage & Huxley stake everything in a royal talent competition, vying for the once-in-a-lifetime to perform for the future Celestial Queen. In this stardust-and-spark-powered empire of floating islands and flying trains, the Menagerie's bid at fame and fortune means weathering the glamorous and cutthroat world of critics, high society, and rival magicians -- but with real conspiracy lurking beneath tabloid controversy, there's more at stake in this contest than the prize. Behind the glittery haze of flash paper and mirrors, every competitor has something to hide -- and it's the secrets Carthage & Huxley keep from each other that may cost them everything.

## Free the Darkness

Now with a new Afterword by Eric Flint The Ultimate Y2K Glitch. 1632 In the year 1632 in northern Germany a reasonable person might conclude that things couldn't get much worse. There was no food. Disease was rampant. For over a decade religious war had ravaged the land and the people. Catholic and Protestant armies marched and countermarched across the northern plains, laying waste the cities and slaughtering everywhere. In many rural areas population plummeted toward zero. Only the aristocrats remained relatively unscathed; for the peasants, death was a mercy. 2000 Things are going OK in Grantville, West Virginia. The mines are working, the buck are plentiful (it's deer season) and everybody attending the wedding of Mike Stearn's sister (including the entire membership of the local chapter of the United Mine Workers of America, which Mike leads) is having a good time. THEN, EVERYTHING CHANGED. When the dust settles, Mike leads a small group of armed miners to find out what's going on. Out past the edge of town Grantville's asphalt road is cut, as with a sword. On the other side, a scene out of Hell; a man nailed to a farmhouse door, his wife and daughter lying screaming in muck at the center of a ring of attentive men in steel vests. Faced with this, Mike and his friends don't have to ask who to shoot. At that moment Freedom and Justice, American style, are introduced to the middle of The Thirty Years War. At the publisher's request, this title is sold without DRM (Digital Rights Management).

## Hero of Thera

The 8th Novel of the Internationally Acclaimed Chaos Seeds Saga Over 100 THOUSAND ?????? Reviews A mesmerizing tale reminiscent of the brutality of Goblin Slayer and the majesty of Game of Thrones Audible's Customer Favorite of the Year! #1 Audiobook 2017 #1 in Epic Fantasy || #1 in Humor>Welcome my friends! Welcome to "The Land!" The battle of the dead was won, but at a great cost. Sion, leader of the Mist Village was left with only pain and regret as Richter was claimed by the abyss. What no one but the abandoned chaos seed knows is that he narrowly avoided the curse of the lich Singh, a curse that still hangs above his head. Now, surrounded by miles of darkness and tons of crushing rock, Richter has to find his way back into the light. The only problem is that this monster of a man is being pursued by monsters,

a demon and his own foolish choices. Faced with all the dangers of the deep dark, what will Richter say when the buried horrors of The Land come a calling and asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back to The Land! ps - Gnomes still Rule!

## **Eden's Gate: the Sparrow: a LitRPG Adventure**

#1 NEW YORK TIMES BESTSELLER • Now a major motion picture directed by Steven Spielberg. “Enchanting . . . Willy Wonka meets The Matrix.”—USA Today • “As one adventure leads expertly to the next, time simply evaporates.”—Entertainment Weekly A world at stake. A quest for the ultimate prize. Are you ready? In the year 2045, reality is an ugly place. The only time Wade Watts really feels alive is when he’s jacked into the OASIS, a vast virtual world where most of humanity spends their days. When the eccentric creator of the OASIS dies, he leaves behind a series of fiendish puzzles, based on his obsession with the pop culture of decades past. Whoever is first to solve them will inherit his vast fortune—and control of the OASIS itself. Then Wade cracks the first clue. Suddenly he’s beset by rivals who’ll kill to take this prize. The race is on—and the only way to survive is to win. NAMED ONE OF THE BEST BOOKS OF THE YEAR BY Entertainment Weekly • San Francisco Chronicle • Village Voice • Chicago Sun-Times • iO9 • The AV Club “Delightful . . . the grown-up’s Harry Potter.”—HuffPost “An addictive read . . . part intergalactic scavenger hunt, part romance, and all heart.”—CNN “A most excellent ride . . . Cline stuffs his novel with a cornucopia of pop culture, as if to wink to the reader.”—Boston Globe “Ridiculously fun and large-hearted . . . Cline is that rare writer who can translate his own dorky enthusiasms into prose that’s both hilarious and compassionate.”—NPR “[A] fantastic page-turner . . . starts out like a simple bit of fun and winds up feeling like a rich and plausible picture of future friendships in a world not too distant from our own.”—iO9

## **Rebel Star: A LitRPG Post-Apocalyptic Space Opera (System Apocalypse Book 8)**

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

## **The Future of Supervillainy**

What would you give to be a dragon rider? Before being conscripted to fight in the Total War, Private Hector Park had a shattered family, a collection of old videogames, and a promising career as a motorcycle stuntman. Now, he is dying from a virus threatening humankind with

extinction. He has three days to live. When Hector's brother contacts him after years of hostile silence, Hector goes to try and make peace. But his brother has an offer even more unbelievable than reconciliation: the chance to cheat death by joining him in Archemi, a full-immersion fantasy VR-RPG videogame. Determined to forge a life worth living, Hector undergoes the experimental upload process and chooses the difficult path of the Dragon Knight. To achieve his dream, he must prove himself worthy of imprinting a dragon, a being with whom he will share a telepathic bond more intimate than any human relationship. But at what cost?

### **More Than a Game**

The Latest Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome to "The Land!" "This is the world you were meant to fight for!" Welcome to the SIXTH vivacious installment of Aleron Kong's, Chaos Seeds series. The time of hiding has passed. The Mist Village will make itself known. Goblins have invaded Richter's lands. Though the first incursion has been defeated, the anger of Chaos Seed remains. Those who challenge Richter's power will learn there is a reason all creatures fear the mist it is the home of monsters. For the first time, Richter takes the battle to his enemies. He will live up to his name, and the very Land will shake with this power. With his allies, the Wood Sprites of Nadria, the army of the Mist Village marches to war. Richter has been a healer, an enchanter, a dungeon diver, and a killer. Now he becomes something more. He becomes a RAIDER! This is a world of wonder and horror. This is a world of pain and joy. This is the world of monsters and the brave men who battle them. Welcome back my friends! Welcome back to The Land!

### **The Choice of Magic**

The ancient magic of wizards was anything but dark. It was the enlightenment that lifted humanity from the squalor of superstition, and the worship of fell spirits and capricious gods, but those days are gone. The shining glory of the sorcerers burned away the subtlety of wisdom, replacing it with easy power, held only in the hands of the elite—a new age built upon the elemental supremacy of aristocrats and the ignorance of the masses. But this will change, for the greatest power comes with knowledge, and the deeper teachings of wizardry have not been utterly lost. The last wizard of the old tradition still survives in solitude, nursing tired grudges and waiting for death. His passing might have gone unnoticed, but for the imposition of a youth too stubborn to accept his refusal to take an apprentice. With a new student comes new hope, and that hope has caused old powers to stir again. That the world will change is inevitable, but the shape of the future is anything but certain.

### **Citadel of Smoke**

It's okay to have a few inner demons, right? Devon has a problem, and it's not just that her stealth skill is stuck at three. Though that is an

issue when it comes to sneaking up onwell, anything.The real problem is that her former guildmate, Owen, is trapped in the demonic plane. Not just his in-game avatar. His mind is lost there too, leaving his real-life body in a coma. The only way to get him back, it seems, is to journey into the underworld and guide him back.Shouldn't be a big deal--as long as she doesn't mind transforming into a demon herself.Stonehaven League Book 4 releases December 4th! Are you ready for a new adventure? Preorder now!

### **The Land**

"The second captivating installment of Aleron Kong's, Chaos Seeds series. "We are life takers and heart breakers," Richter shouted. "Let's go!" Richter and Sion are at it again! Even more of what you loved in the first book! Leveling, world building, awesome items, and what's that you say? Sure! Why not? What's a little necrophilia between friends!?! Join your favorite Chaos Seed as he answers the call of adventure and deals with the invaders, greedy dwarves, and a wood elf that keeps telling him he has a pretty mouth! Welcome back my friends! Welcome back to The Land!!!!"--Publisher's description.

### **A Spell for Chameleon (The Parallel Edition Simplified)**

"In a world devastated by a series of cataclysms, where the followers of different gods vie for ascendancy, mankind carves out a precarious existence among the remnants of a desolated past. Cities and civilizations are built atop mysterious and oftentimes menacing ruins, and the unforgiving wilderness outside is filled with inhuman creatures and races from before the dawn of history. Sorcery is seen by some as a gift of the gods, and by others as their curse. And the demon-ravaged past has all but been forgotten"--Cover, page 4.

### **1632, Second Edition**

### **Patch 17 (Realm of Arkon, Book 1)**

David Hair is the award-winning writer of two young adult fiction series, The Aotearoa and The Return of Ravana (based on the Vedic epic The Ramayana). Mage's Blood, the first volume of a series called The Moontide Quartet, is Hair's first work of adult fantasy. In a starred review of Mage's Blood, Publisher's Weekly said, "This multilayered beginning to the Moontide Quartet plunges readers into a taut network of intrigue and mystery that tightens with each chapter. Hair portrays a stark and beautiful world breaking apart, with both good and evil characters desperate to reshape it through magic, war, and treachery. This strong debut should draw in fantasy readers of all stripes." Most of the time the Moontide Bridge lies deep below the sea, but every twelve years the tides sink and the bridge is revealed, its gates open for trade. The Magi are hell-bent on ruling this new world, and for the last two Moontides they have led armies across the bridge on "crusades of conquest." Now, the third Moontide is almost here, and this time the people of the East are ready for a fight but it is three seemingly ordinary

people that will decide the fate of the world.

## **Revenant Winds**

When Moscow journalist Harriton Nikiforov is threatened by his boss for his lazy performance at work, he is sent to write about the newest game 'Fayroll'. He finds himself in a virtual fantasy-scape, and becomes 'Hagen the Warrior'. He stumbles upon a life-changing quest and even a virtual-reality marriage with an emotionally unstable vila.

## **The Electrical Menagerie**

In Elena's world words have power over life and death--but none more so than hers. As the daughter of shopkeepers, Elena has always known that the mysteries of reading and writing were closed to her. Only the mageborn can risk harnessing the power unleashed from putting pen to paper. Until Elena discovers an impossible new ability and joins the elite ranks of the mages. But with the kingdom at war, the authorities can't agree if Elena is an asset, or a threat they need to eliminate. Thrust into the unknown world of the Royal Academy without friends or experience, Elena will need all of her wits, strength, and new power to carve a place for herself. Except as the attacks become more personal, wits and strength won't be enough. Elena will have to turn to new friends and an enigmatic prince to unlock the mysterious potential of her words and survive her first year as a trainee mage. If you enjoy strong heroines, fantasy worlds, adventure, intrigue, and romance, then try the Spoken Mage series now

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