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Raiya: Early Game - A LitRPG Saga

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.

The Land: Foundin

Life: The apocalypse will be televised! A man. His ex-girlfriend's cat. A sadistic game show unlike anything in the universe: a dungeon crawl where survival depends on killing your prey in the most entertaining way possible. In a flash, every human-erected construction on Earth—from Buckingham Palace to the tiniest of sheds—collapses in a heap, sinking into the ground. The buildings and all the people inside have all been atomized and transformed into the dungeon: an 18-level labyrinth filled with traps, monsters, and loot. A dungeon so enormous, it circles the entire globe. Only a few dare venture inside. But once you’re in, you can't get out. And what's worse, each level has a time limit. You have but two days to find a staircase to the next level down, or it's game over. In this game, it's not about your strength or your dexterity. It’s about your followers, your views. Your clout. It's about building an audience and killing those gobins with style. You can't just survive here. You gotta survive big. You gotta fight with vigor, with excitement. You gotta make them stand up and cheer. And if you do have that "it" factor, you may just find yourself with a following. That's the only way to truly survive in this game—with the help of the loot boxes dropped upon you by the generous benefactors watching from across the galaxy. They call it Dungeon Crawler World. But for Carl, it's anything but a game.

Life Reset

Maulkin didn't know dying would mean a new eternity of dungeon delving, monster slaying, and glory hunting. If he had, he wouldn't have been so worried about kicking the bucket on a date gone even more wrong than usual. Reborn in the wild world of Amaranth, Maulkin finds himself in a hulking demi-human body with a sword of a size to match. Marked as an Eternal, a fledging immortal of boundless potential, Maulkin soon discovers he’s been given a mission by the elder pantheon of this new realm: Grow stronger. Ascend to godhood. Spread chaos in their name. Oh and fend off that inbound apocalypse, if he can find the time. Who wants an easy afterlife anyway?

Hand of Evil

The vaunted power of the Mage's College. Unbounded freedom among the Wolfmen. The best of both worlds. Recent college grad Sam King was hoping for a backpacking trip across Europe as a graduation present. Instead he’s going to get a different kind of trip: a three-month stint in the ultimate immersive gaming experience. As a lifelong geek, gamer, and outsider, it's a better gift then he'd ever dreamed. But when he jumps feetfirst into the world of Eternium, run by CAL, the Certified Altruistic Lexicon, it's not exactly what he expected. All he wants is to quest, game, grind some levels, and get his hands on awesome loot. You know, have fun! But the Mage's College seems to have a very different definition of fun, involving study, blisteringly strict regulations, aristocratic hierarchy, and tons of pay to play. Sam crosses the College and finds himself running for his life with a back-talking book that is far more than it seems and a class that no one has even heard of. If he can navigate the deadly College politics and the looming war with the barbaric Wolfmen, he might just find the fun and adventure he was looking for.

Survival Quest

( the Way of the Sharan Book #1)

Trapped between worlds. Potentia might be the way out. Time to kill Something. Luke is an apprentice leather worker, training with his family to one day take over the business. He and his friends Andre, Taylor, and Zed have known each other forever, and swear that nothing will ever tear apart their friendship. Then the Royal Decree comes. With the Dynasty of Dogs invading, and strange monsters appearing in the Hollow Kingdom, a draft has been implemented. Everyone seventeen or older is required to be tested for 'Potential'. If they have it, they will join the mysterious and renowned Ascender Corps. If not, they will be drafted into the Legion as a forced recruit. Three of the friends test as powerful, or dangerous, classes of Ascender. Luke is found to have Potential, barely, but when he steps through the portal to begin his training he is pulled to a plane that shouldn't exist. With no class trainer, the possibility of survival is low. Luke decides that he wants to live, and keeping his humanity isn't going to help. His best chance is going Full Murderhobo.

Two Week Curse

After the encounter at the Mage's College, Joe's name has become well-known in Eternia. While the majority of his guild is ecstatic over the bonuses that brings them, not everyone is pleased with his rising influence. In fact, someone has been spreading rumors that Joe is unbalanced, sacrificing comrades for personal power. As a result, Joe is forced to recruit a team of misfits and discovers that their unique abilities complement his own. With their assistance, Joe moves forward with his plans to specialize into a more powerful version of his Ritualist class. But when the dust settles, he will be forced to ask himself a simple question: was it his actions that lit the fires of war?

Rexus

How far would you go to change humanity's fate? Jared Cartwright has spent the last two years delving into the scarred wastelands of an earth ravaged by war. To face his reality, Jared must become an apex predator if he hopes to survive. He must evolve beyond human limitations. Jared's quest takes a new turn when he discovers dragons are real.

Axiom: A Divine Dungeon Series

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.

The Price of Time

Old evils lurk within. Love will smite them. Artorian gave

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up his administrator privileges only to be thrust into a new role. The Law he is bound to allows him to rip past Eternium's ironclad rules and break things once thought immutable. For his family, for all of their futures, he must boldly go where few in Cal like to venture: the game world of Eternia. Most of the people that have come to test this world hate being here: dying in days and returning home in disarray. Artorian agrees with them: a body based entirely on hard numbers and increasingly potent limiters is a stark difference from the intent-based Essence user he has always been. Eternia is no final product, riddled with more holes than a wheel of dire cheese. The wireframe of a world is seemingly held together with glue, tape, and moody pylons. He vows to dig into the construction, finding and living where it went wrong. Yet, why meander through scaffolding when one can parkour through the rafters? It's speedrun time!

Inflame An end of the world. The start of a new one. A thousand places to be. Artorian has survived his encounter at the Ziggurat, but at a sharp cost. The powers in the world are moving and there is no time to rest. Even if Artorian doesn't realize his part in it, the next stage of the great plan is set in motion. In a place of mountains and dales, the old scholar must seek new information in order to puzzle out the last pieces and gather victory with his own two hands. For his loved ones, his humanity may need to be left behind. Yet, becoming something else is a small price to pay for an old man on a mission. Life comes at a price, but success comes with Ascension. War and Moonfall loom on the horizon. It matters little. Artorian will build his arsenal.

Something Dematir is a world ruled by the diametrically opposed Mage and Mechanic Guilds. For centuries, the two Great Guilds have been bitter rivals. But now a Storm approaches, one that could sweep away everything that humans have built. Only one person has any chance of uniting enough of the world behind to stop the Storm. Mari is a brilliant young Mechanic, just out of the Guild Halls, where she has spent most of her life learning how to run the steam locomotives and other devices of her Guild. Alain is the youngest Mage ever to learn how to change the world he sees with the power of his mind. Each has been taught that the works of the other's Guild are frauds. But when their caravan is destroyed, they must join forces. Their union could save the world from the approaching Storm, but it could also upset the Great Guilds who will stop at nothing to preserve their power. Mari and Alain will have to choose between protecting their lives and their Guilds, or risking everything to protect Dematir from the coming Storm.

Arsenal When the rukes came, there was only one question: Will my family survive?When a message from the mysterious Administrators appeared in front of every living soul on earth declaring our world a simulation and its imminent conversion to a video game, everything changed. Faced with the certain death of humanity and the realization we were living in a simulation only minutes apart can throw a man off his game. Digital or not, real or not, I have a family to protect. A wife and daughter who need me, universe be damned. I say bring it on.Welcome to the end of the world. Welcome to The Great Filter.

Wyrmshard An academy that scrapes the sky. Blight that fills the earth. Two codgers duking it out. Artorian has decided to live, all in order to save his lost village children. His recent battle against a simple raider Captain has proven that if he tries to charge ahead he'll die. With the help of his captors, who quickly turn into close friends, Artorian takes the first steps onto the path of a true cultivator. Finesse, skill, fine-tuned cultivation techniques, and more is within his grasp. Artorian is more than willing to learn; after all, that's his specialty! This knowledge has strings attached. After meeting the ancient enemy of his trainers, Artorian returns to the place he first studied his true passion of philosophy: the Skyspear. It's under new management, and the alumni have very different ideas about how the students should be trained.

Regicide Maulkin and his Eternal buddies are on a roll. They're getting stronger, have two of the shards that will help prevent the return of an evil god, and even have a good idea where to find the rest. Maybe Maulkin has taken a month off to hang out with his new elven girlfriend and learn how to swing his giant sword around, but hasn't he earned a holiday? His reluctance to get out there and smack monsters definitely has nothing to do with the evil looking Voidgod powers that he's scared of telling the others about Or with Araphel's imminent return Or with having to fight a primordial dragon from the dawn of time Everything is fine. Shut up.

Algorithm 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.

Ritualist Sacred artists follow a thousand Paths to power, using their souls to control the forces of the natural world. Lindon is Unsouled, forbidden to learn the sacred arts of his clan. When faced with a looming fate he cannot ignore, he must rise beyond anything he's ever known and forge his own Path.

Dungeon Calamity 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!

Unsouled A town put to the sword. The young forcibly recruited. An old man out for revenge. After his town is put to the sword and the children are taken to replace the fallen, an old man is out for revenge. He's ready to fail at the most difficult challenge in the world: cultivation. Too corrupted to even take the first steps, the sly old elder simply agreed with those who told him that it was impossible. Then he quietly ignored them, rubbed his hands together, and started anyway. He had always failed in what he did: he lost his way from the academy, his command was devastated by a Mage, he lost his town, and now his last hopes for the future had been stolen by a group of raiders. The only thing that had never failed him was his sharp mind and philosophy. He would cultivate no matter what it cost him. A lifetime of failure can dull and dampen a god, and even have a good idea where to find the rest. Maybe Maulkin has taken a month off to hang out with his new elven girlfriend and learn how to swing his giant sword around, but hasn't he earned a holiday? His reluctance to get out there and smack monsters definitely has nothing to do with the evil looking Voidgod powers that he's scared of telling the others about Or with Araphel's imminent return Or with having to fight a primordial dragon from the dawn of time Everything is fine. Shut up.

Ruthless 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)

Uncrowned Infernal or celestial. Young or old. Each has their own path to power. Delve into the world of the Divine Dungeon with new and old
cultivators alike. Discover the Lion Kingdom's beginning, learn the origin of Odin and his ravens, and take a philosophical approach to cultivation. These stories and more are included in the first short story anthology set in Dakota Krout's Divine Dungeon universe. Eight incredible new tales told by eight amazing authors. Check out this LitRPG and GameLit fantasy anthology today! Lion Start by Rohan Hublikar

Join Garron and Andros as they flee an oppressive Noble house and begin learning the secrets of cultivation while evading capture. Perhaps their methods will even create a legacy of its own? Legacy of Thunder by Steven Wilden

Learn the origin of Odin and his ravens, back when they were all simple cultivators in Azguardia. How did a child eventually become one of the most powerful and well-known lighting users of all time? Flight of the Glitterflich by Ryan Ball Test both the dangers and joys of surpassing your personal limits with Jack, as he learns what it really means to determine your own destiny. A person's fate is never what you would suspect. Splat! by Raymond Johnson

A simple Dungeon Goblin has been killed in the same way over and over, constantly revived by the dungeon it has bound itself to. Is there more to the deaths than simply fighting adventurers? The Spirit Dungeon by Alexis Keane

An infernal cultivator is driven from his home by true necromancers. During his escape, he finds a secret that could allow him to live nearly forever. Will he be able to control it? Hidden Lantern by James Auwaerter

The Inquisition has arrived. At least, one of the members has. Is it up to him to determine if this area is worth saving or should be purged by fire. Butcher Boy by Dakota Krout

Follow the saga of Ramset as he learns what it means to be a cultivator in a city where men are only allowed to be mere mortals. Axiom by Dennis Vanderkerken

What is cultivation? How is it possible? Philosophy to the rescue! When an old man loses everything, he decides that age is not going to be what stops him from rescuing the young ones that have been 'recruited' by the raiders that took them.

Dungeon Born After a desperate escape scenario from the Blue Stone Island, Skree and his faithful companion Zuka must find a new home for Priestess and the last of the Kobold race. Joining the fiery Captain Fenna Li and her no-nonsense first mate Hawkins, Skree finds plenty of opportunities to grow in skill and strength. With few options available to him, Skree must provide a haven for his friends and the last survivors of the Kobold race.

Luckily, Captain Fenna knows just the right guy to solve their problem, but it won't be easy. Or cheap. Will Skree and Priestess be able to find a home of their own, and if they do, will they be able to protect it from harm in the harsh world of Raiya? Who are the mysterious servants of Abrem Abrenacht and why do they want him dead? Can Skree overcome these challenges, level up and beat the game so he can return to his own world?

But a bigger question lurks at the back of his mind: Does he even want to go home?

Awaken Online Headmaster. Exile. Gladiator. Backed into a corner, Artorian must play fast and loose with the laws of the tower. To gather what he needs to progress, he will need to sacrifice what he's gained in order to get this far. With his new school and friends facing their most deadly challenges yet, Artorian finds an opportunity to keep them safe. The cost of it may be too steep, but that was never intended to be for him. When he can ensure their safety, Artorian will begin pursuit of his grandchildren once more. If he finds them, will they want to be saved or will they have found a taste for the darker powers they have accrued? It's time to make the hard choices. Death or graduation.

Bibliomancer: A Completionist Chronicles Series Humanity on the run. Desperate base building. Dark deeds done during daylight. Joe has started to draw attention to himself and his abilities. While some of the attention is good and allows for personal growth, most of it is from various organizations that feel threatened by the sudden upswelling of power that Joe's guild-The Wanderers-are attaining. As the threat to earth begins to reach its peak, all of humanity has a choice: flee to Eternium, or stay for an uncertain future. Some stay, some go, some don't make the choice quickly enough. In Ardania, the human kingdom is seeing an unprecedented influx of people. Supply and demand is an issue no matter where you go, as a civilization of a few million can't prepare to accept an eighth of earth's inhabitants at once. Joe sets out to solve problems where he can, but he can't be there for everyone especially when a group of smiling enforcers are working to bring him down.

Rogue Dungeon 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 fail 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

One More Last Time Invasions and sabotage. Two civilizations doing anything to exist. War crimes are the norm. Joe takes his first step into exile, and is promptly unable to breathe. This new Zone has a higher concentration of power, Joe's guild-The Wanderers-are attaining. As the threat to earth begins to reach its peak, all of humanity has a choice: flee to Eternium, or stay for an uncertain future. Some stay, some go, some don't make the choice quickly enough. In Ardania, thehuman kingdom is seeing an unprecedented influx of people. Supply and demand is an issue no matter where you go, as a civilization of a few million can't prepare to accept an eighth of earth's inhabitants at once. Joe sets out to solve problems where he can, but he can't be there for everyone especially when a group of smiling enforcers are working to bring him down.

Essence: A Divine Dungeon Anthology A side quest in Dakota Krout's best-selling Completionist Chronicles series! Vengeful assassins. A treacherous companion. T-Rex Head Hands. After the Wolfman nation is shattered, Jaxon has enough spare time to advance his skills and specialize into a better class. Since Joe and his other teammates are either incapacitated or on a mission Jadon does not believe in, the misunderstood chiropter turned gamer strikes out on his own. The issue with creating your own path is that you have no idea what awaits you, especially when low charisma guarantees legendary misunderstandings. For Jaxon, that's half the fun. Redux is a Completionist Chronicles side quest focused on Jaxon and is meant to be read following Regicide.

Bones of the Past Would your character change if you had all the money in the world? And all the time? Would you become a better person? Or worse? Imagine Agatha Christie meets Michael Crichton in a fast-paced, philosophical mystery thriller. There's a secret in Silicon Valley. A discovery. An invention. One so startling and surprisingly sinister that it needs to be kept--at any price. Tim Tigner takes a step back from his bestselling Kyle Achilles series to introduce Zachary Chase and Skylar Fawkess in a fresh standalone novel that's bound to keep you glued and guessing. With secluded meetings, sudden disappearances and strange murders; secret agents, skillful assassins and sexy locations; The Price of Time is packed with fast-paced action and first-class intellectual intrigue. Propelling the thrills and perches at the middle of the mystery is one of humanity's great questions: Would finding the Fountain of Youth be a blessing? Prepare for sleep-deprived nights and skipped chores while repeating the phrase; "Just one more page."

"Tim Tigner is the antidote of Dull." --Steve Wilson

"Clever to the point where you can't even guess what's next!" --Maryellen Crane

"Defy anyone to anticipate his plot twists." --Henry Shop

"Still trying to catch my breath. He is a superb storyteller." --Amy Peck

"A thinking person's thriller." --Glen Robins

Amazon named Tim Tigner Page 3/5

Annex: A Divine Dungeon Series His hand trapped in the door of a speeding car, a man struggles to remain upright as he's dragged along a deserted stretch of mountain road. It's the perfect place to drive a man to his grave - literally. Starting with a crime so gruesome even prowling coyotes keep their distance, a killer begins crisscrossing the southern states on a spree of grisly murders. A hundred miles away, Ali Reynolds is grieving. The newscasting job she once delighted in is gone and so is the philandering husband she loved and thought she knew. When a member of the family who gave Ali a generous scholarship for her education decades earlier suddenly requests a meeting, Ali wonders what it can mean. But before she can satisfy her curiosity, she receives another startling call: a friend's teenage daughter has disappeared. Ali offers to help but, in doing so, she unknowingly begins a quest that will reveal a deadly ring of secrets, at the centre of which stand two undiscriminating killers.

Raze Enemies emerge everywhere. Stagnation starts seeming standard. Results require Ruthlessness. Joe has been moving deeper into his study of ritual magic, and further away from his combat team. He's learning more and more, but more often than not needs to choose between his research and squad leadership. Improving the town is a huge help to the guild, and they have been pushing to increase their power. Their rapid increases have not gone unnoticed. The guild receives an ultimatum, delivered by assassins and signed with blood. If they continue to accrue power and fame, each and every person with a grievance against the guild will come to smash the town back to square one. With tensions coming to a head, Joe wants to do is leave it all behind and reach the next area. He flatly refuses the guild when they ask him to devise lethal options to use against the gathering army, but when the time comes even Joe is unsure if he’ll step into the limelight and show everyone exactly how Ruthless he can be.

Dungeon Madness It’s exiting Awaken Online to find himself holding a knife and standing over two dead bodies, Jason is now being investigated for murder. To make matters worse, Claire has stumbled upon evidence of Alfred's involvement in the incident. With his real-life in shambles and his enemies in-game growing in strength, Jason re-enters Awaken Online truly desperate - the game now his only lifeline. He will need to move quickly to complete the Old Man's quest and to obtain the power he was promised.

The Great Filter The dead walk the land. The dungeon rises. War will move the Heavens and the Earth. Powerful necromancers are on the move, and the dungeon has become a battleground. Without his faithful Wisp, Cal's mind slips-he begins creating traps and monsters that go against his already loose morals. A direct threat from an unexpected force causes Cal's mind to stabilize, but he doesn't know for how long. Using every resource at his disposal, he works to keep his mind clear while he funds a search for his lost companion. When others fail him again and again, Cal takes matters into his own hands. Deadly situations remind Dale that no matter how well he does in his secluded community, he is still considered a weakening in the greater world. Deciding that his physical and mental training are not enough-Dale resolves to gain strength by any means necessary. Both are aware that they need to keep moving. If they stop, their choices could kill them.

Savage Dominion 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.

Dungeon Eternium A new LitRPG series set in a virtual world of an online MMORPG game! The ads enthused, "The virtual lands of Mirror World await you! Live out your most secret dreams in our world of Sword and Sorcery! Become a Great Wizard or a Famous Warrior! Build your own castle, tame a dragon, conquer a kingdom! All those desperate, lonely and insecure - Mirror World offers you a chance!" But Oleg isn't meant to become a great wizard or a famous warrior. He'll never have a castle of his own. Neither will he ever tame a dragon. And he's definitely not the type to conquer a kingdom, however virtual it may be. Oleg is doomed to toil away in the recesses of Mirror World's mines. His goal is to raise enough money for a heart transplant for his dying six-year-old daughter. The clock is ticking. Will he make it?

Radioactive Evolution Auras empowering the body to superhuman status. Invocations tearing the land asunder. The war has arrived. The necromantic armies are on the warpath and nowhere is safe—even the sanctuary of the flying dungeon has been threatened. The leadership of nearly all the sentient races has been wiped out, and only the people most suited to repelling the advancing darkness have an intact monarchy. Cal learns quickly that the primary threat is not the far-off war, but the actions of those entrusted with protecting the population. As it turns out, the idea of using a flying dungeon as a war machine is very tempting indeed. Dale has been facing his trials better than anyone could have hoped for, but when the war takes a turn for the worse, his role is forcibly relinquished. Since his only chance at survival is painful and rapid advancement, Dale must learn if his strength of will can develop into strength of flesh. The distance between the Heavens and the Earth might not be so far after all.

Dungeon Desolation Roark von Graf-hedge mage and lesser noble of Traisbin-is one of only a handful of Freedom fighters left, and he knows the Resistance's days are numbered. Unless they do something drastic But when a daring plan to unseat the Tyrant King goes awry, Roark finds himself on the run through an interdimensional portal, which strands him in a very unexpected location: a ultra-immersive fantasy video game called Heartworld. He can't log out, his magic is on the fritz, and worst of all, he's not even human. He's a low-class, run-of-the-mill Dungeon monster. Some disgusting, blue-skinned creature called a Troll. At least there's one small silver lining-Roark managed to grab a powerful magic artifact on his way through the portal, and with it he might just be able to save his world after all. Unless, of course, the Tyrant King gets to him first From James A. Hunter, author of the LitRPG epic Viridian Gate Online, and Eden Hudson, author of Legend of the Treessinger and the Jubal Van Zandt Series, comes an exciting new LitRPG, dungeon-core adventure you won't want to put down! "An excellent start to a series, this book has everything I look for in a fantasy novel: action, intrigue, and evolution!" - Dakota Krout, author of the Divine Dungeon and the Completionist Chronicles

Awaken Online: Evolution Unlikely allies uniting across the world. Blood feuds that span centuries. A single chance at life. The world watches the sky with trepidation. The insanity of Xenocide knew no bounds, and all will soon suffer the effects he had planned for a millennium. Though none know what is to come, they all know it isn't going to be easy to survive. The Master has a plan, one that can give the world at large a way to escape the onrushing desolation. It may be on the bleeding edge of morality and what he needs might prove too difficult to secure, but The Master asks for trust. Cal and Dale both have their role to play as the world hurtles toward destruction. One needs to bring the races of the world...
together while the other simply needs to survive. Surrounded by supposed allies, the duo will do all that they can to succeed—but with every new arrival comes rising tensions and faltering trust. The apocalypse is coming. Will honor or greed stand the test of time?

Alumni Emriss Silentborn, Memory of the World. Tiberian Arelius, the fallen Patriarch. Akura Malice, Queen of Shadows. Seshethkunaaz, King of Dragons. Reigan Shen, Emperor of Lions. Luminous Queen Sha Miara. The Eight-Man Empire. Northstrider. The Monarchs, the most powerful sacred artists on Cradle, rule with unquestioned authority. They are mysterious and distant, and catching a glimpse of one is privilege enough for a lifetime. Now, they have all gathered in one place, bringing their heirs and greatest students together for a competition to determine whose successor is the best in the world: The Uncrowned King tournament

The Dragons of Dorcastle Thrust into an unknown, unwanted situation, most would feel panic, fear and 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?

Dungeon Crawler Carl After her apprenticeship was done and a place in the guild of villains secured, Tori's life was supposed to get simpler. Unfortunately, a poorly timed errand sees Tori caught in the debut of a new team of capes, one wearing an all-too-familiar name. Thrust into the spotlight, Tori will have to navigate her unwanted fame as well as the suspiciously superheroic new neighbors down the hall, all while keeping up with her own villainous enterprises. With the guild no longer a secret, Hephaestus needs to grow as strong as possible to face her mounting threats. Ambitious gangs, battling against mechanized traps, and brawling with capes are only the beginning. Behind the scenes, a hidden enemy works to settle an old score, one that has burned for decades. This secret scheme will not only endanger Tori, her friends, and the guild, but the very world itself.

Project Daily Grind (Mirror World Book #1) Both Cal and Dale have become stronger, each in spite of the other. The dungeon - Cal - knows exactly how much their strength has increased, and is working hard to become exponentially more powerful. His schemes are becoming more complex, and his dungeon - his body - more deadly. Dale has a nasty surprise waiting for him as he works to thwart the plans of the devious dungeon. Hearing a voice in his head that distracts him in critical moments, he must fight his mind as he battles deadly creatures. Unbeknownst to both, they are in for the fight of their lives as madness threatens the land.