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Of Silver and Shadow Dec 13 2020 Ren Kolins, a magic wielder in hiding, strikes a deal with a broody rebel plotting to overthrow the tyrant king, while king's guard member Adley Farre is hunting down the rebels one by one. But time is running out for all of them.

Tarnished Empire Mar 04 2020 DEFIANCE IS TREASON. TREASON IS DEATH. A siege is laid against the last resistance to the Senate's rule. As the battle rages, a commander, a soldier, and a rebel will decide how far they are willing to go for victory. THE COMMANDER Marcus is forced to choose between destroying the rebel forces and liberating his legion. He must face the true cost of being a leader. And an oppressor. THE SOLDIER Agrippa sets his sights on glory to fill the deepening void within him. He discovers that the price of fame might not just be paid in blood, it might be paid by his heart. THE REBEL Silvara joins the rebel forces to fight against the legions who would see her family dead. While she dreams of being a warrior, she finds her sharpest weapon is seduction. But to defeat the Empire, she'll have to betray the young man who now has her heart. Inspired by the harsh world of ancient Rome, readers are obsessed with this martial tale of fiery romance, friendship, and enmity. Told from three points of view, TARNISHED EMPIRE is filled with twists you'll never see coming but will keep you turning the pages all night. TARNISHED EMPIRE is set in the world of Danielle L. Jensen's DARK SHORES. But readers new to the world can begin here.

The Land: Foundin Feb 01 2020 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

Ruthless Aug 01 2022 Forbidden magic, devastating enemies, and treasures they'd kill for. Joe has them all, and is gaining more. Survival isn't enough. He needs to win.

Dungeon Desolation Sep 21 2021 Weapons, power, wealth! All of this can be found within the dungeons of the world. You just need to survive long enough to claim them.

Libriohever: A Completionist Chronicles Series Aug 21 2021 Dumpster diving for profit. Creatures most low. Blazes of glory. Sam King is enjoying being a Bibliomancer, especially as his powers grow and new doors begin to open for him. Between slapping down people hunting him and the Wolfmen that he works with, he's even starting to get fringe benefits that even his handler is surprised by. Not everything is sunshine and unicorns. Tasked with advancing his class as well as forming a new den for his team-his pack-the Bibliomancer starts to learn what the costs really are for blazing his own trail. Yet, with every cost comes opportunity, and if he makes the right call, his time in this world will be way more fun than he ever imagined. Sam didn't choose the path of a Wolfman Warlock out of a sense of duty, but as a way to choose his own path in Eternium. He never expected to love it.

Mythian: A LitRPG and GameLit Fantasy Series Nov 11 2020 Retirement means immortality. Immortality means adventure. Life begins at seventy. Running on the world's fastest quantum computer is a very special game: one where retirees leave their flesh-and-blood lives in search of endless adventure. Weapons, spells, gold, experience points... These are the marks by which life is now measured. Ethan Crane wants none of it. In fact, he never wanted to retire at all, let alone play a game for all eternity. But now he's on a mission to find his wife-a wife he just discovered is still alive and inside the game. Nothing will stop him from reaching her. Not even himself.

Axiom: A Divine Dungeon Series Apr 04 2020 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 soul. A reason to live, a goal, can change that in an instant. It is always darkest just before the dawn.

Bibliomancer: A Completionist Chronicles Series Apr 28 2022 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 than 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, one 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.

Shadowcroft Academy For Dungeons Feb 12 2021 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 kunguloid, 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.

Brightblade Jan 14 2021 A realm aside from our own is the center of the realities, home to every spectrum of magic. From the beautiful to the terrible, it was all held in delicate balance by the Eternal Emperor and his immortal children. For 10,000 years, the empire was the bastion that protected the sentient races from the darkness, but the revolution, and the War of the Gods has changed all that.... Jax is a pretty regular guy, has a job he tolerates, a girl he kinda, sorta loves...and he fights creatures from the UnderVerse in his sleep, leaving him covered in horrific scars when he wakes up. When his brother vanishes and five years later he's kidnapped as well, he's given a stark choice by his asshole of a father: Go to the UnderVerse in reality, travel to the capitol of that ruined realm at the center of reality, and open a portal for the Noble Houses to return home...or die. Slowly. That's the good news. The bad is that he has to survive the arena first, to prove his right to go. Twelve will enter, only one can leave....

Dungeon Madness Jul 20 2021 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...

Dungeon Calamity Jan 26 2022 Weapons, power, wealth! All of this can be found within the dungeons of the world. You just need to survive long enough to claim them.

Wymshard Jun 26 2019 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.?

The Feedback Loop Mar 28 2022 Quantum Hughes' life is stuck on repeat. While trapped in THE LOOP, he struggles to free himself from a glitch that forces him to re-live the same day over and over.

World Tree Online Mar 16 2021 In 2056, the world's most powerful AI System, ARKUS, comes online. Created to extend human lifespans, it quickly makes world-changing discoveries in health science. It also develops an advanced VR headset that uses consumable nanomachines to let users experience time faster in virtual worlds. Two years later, ARKUS releases World Tree Online, a game where players scale a giant tree with thousands of unique game worlds hanging from the branches. The game's time-dilation makes it so that one hour of playtime feels like one month to those in-game, allowing humans to virtually extend their lifespans. However, after an old gamer named Vincent joins World Tree Online, an update begins that stretches the time-dilation to one year for every five seconds. Players are unable to exit the game during the update-with an estimated wait time of three hundred sixty years. After experimenting with an exploit, Vincent begins to develop new spells that will take him higher in the game than he ever thought possible. Unfortunately, he crosses paths with the last moderator, a young man named Lucas that uses his mod abilities to torture and subjugate other players. Lucas is willing to abuse his power to conquer the World Tree, but Vincent's exploit might just be the key to stopping him.

Ritualist Nov 04 2022 Forbidden magic, devastating enemies, and treasures they'd kill for. Joe has them all, and is gaining more. Survival isn't enough. He needs to win.

Anything Apr 16 2021 Extreme power. Beasts trampling an empire. A multi-planar invasion. Luke has the strength to save the world, but finding Cookie comes first.

Rexus Oct 03 2022 Forbidden magic, devastating enemies, and treasures they'd kill for. Joe has them all, and is gaining more. Survival isn't enough. He needs to win.

Arsenal May 06 2020 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. However, 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.

Viridian Gate Online Jul 28 2019 Not even gods are safe from the power of the fabled Doom-Forged weapon. Grim Jack didn't set out to be the leader of Eldgard's united armies, but with dungeons falling one by one and hordes of Vogthar pouring into the material plane, it's up to him to save both citizens and travelers from digital destruction. His doomsday weapon will take him straight into the heart of Morsheim, but once there, even the combined might of the Empire and the Crimson Alliance might not be enough. He'll have to uncover secrets buried for millennia just to get within striking distance of a death god gone mad, and the choices he'll make will change him and the world forever... From James A. Hunter the Bestselling Author of the Yancy Lazarus Series, Rogue Dungeon, and Bibliomancer (The Completionist Chronicles Expanded Universe) comes the seventh installment in the LitRPG epic, Viridian Gate Online! Jack's adventures in a cutthroat virtual reality fantasy world will grip fans of Ready Player One and The Stormlight Archive alike. With over 250,000 copies sold, this is one series you don't want to miss.

Regicide May 30 2022

Inflame Sep 02 2022 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, magnitudes denser. His first task is to survive, but mere survival is the least of his concerns. The Zone he has landed on has been in a state of constant war for thousands of years, a tug of war between the Elven and Darwen societies. Not choosing a side is the same as declaring both to be your personal enemy. Though he is resistant, Joe reluctantly decides to go with the group he thinks will help him grow the most-and is instantly plunged into their bitter war. To gain the freedom he desires, Joe needs to turn to the less savory aspects of his class. Engulfed by darkness, Joe can only hope he'll be able to snuff out the light.

Troll Nation Jun 18 2021 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 Heartworld, 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!

Annex: A Divine Dungeon Series Jan 02 2020 Headmaster. Exile. Gladiator. Backed into a corner. Artorian must play fast and loose with the laws of the land. 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 access to the new home he's built, 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.

Raze Jun 30 2022 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 upswing 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 Arдания, 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.

Manufacturing Magic Sep 29 2019

Algorithm Nov 23 2021 Only one man can cheat to create change in the dungeon of Order. Old evils lurk within. Love will smite them. Artorian gave up his administrator privileges only to be thrust into a new role. The Law he is bound to allows him to slip 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. This wireframe of a world is seemingly held together with glue, tape, and moody pylons. He vows to dig into the construction, finding and fixing where it went wrong. Yet, why meander through scaffolding when one can parkour through the rafters? It's speedrun time!

Something Feb 24 2022 Extreme power. Beasts trampling an empire. A multi-planar invasion. Luke has the strength to save the world, but finding Cookie comes first.

Cowboy Necromancer Aug 28 2019 Sterling Monedero is not your typical necromancer. Even with the game system and mancer class forced onto him by the alien monoliths known as Godwalkers, Sterling just wants to farm his peppers in peace and live out the rest of his troubled existence in quiet. He did that whole 'trying to get revenge on the Godwalkers' thing five years ago, and failed miserably. But when the Godwalkers show back up for their own bit of revenge - and Killbilly bandits appear trying to impose a pepper tax - the tough-as-bones loner decides enough is enough. It's time to reassemble the team, kick some much needed ass, and put an end to the alien threat once and for all. Or die trying. Set in a richly imagined post-apocalyptic New Mexico, this gritty LitRPG western features superpowered mancers, terrifying animal-skeletal hybrids, an intricate game system, and a big dose of Southwestern mysticism. Inspired by The Dark Tower, Old Man Logan, and Red Dead Redemption, best-selling author Harmon Cooper takes you on a high-octane thrill ride through desolate landscapes and dystopian urban decay, on an adventure that doesn't know how to back down from a challenge.

How to Defeat a Demon King in Ten Easy Steps Aug 09 2020 For thousands of years, there has been a cycle: a Demon King rises and conquers, and a Hero is reborn a hundred years later to defeat him. Each time, civilizations are ground to dust beneath the Demon King's hordes, but humanity has remained secure in the belief that a Hero of legend will always save them. There's just one slight problem. It's only been 23 years since the Demon King's latest rise, and this time, he's already conquered more than half the world. If humanity simply waits for the Hero's return, there may be no world left for him to save. And so, Yui Shaw sets out with an ambitious plan. A 10-step plan. She'll find a way to obtain the Hero's legendary sword. She'll earn obscure classes, gain levels, and increase her skills. She'll travel to the meticulously-crafted dungeons that seem designed for one specific Hero to complete. And, if she's truly (un)fortunate, she might even find a fairy. She might not be a Hero-but if she can fake it long enough, she might still be able to save the world.***This book is an affectionate parody of classic Japanese games like The Legend of Zelda, Final Fantasy, and Dragon Quest. It's also a work in the LitRPG/GameLit subgenres. Game mechanics exist in the world of the story and characters are aware of their existence.

Viridian Gate Online Jun 06 2020 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!

Acme: A Divine Dungeon Series Oct 11 2020 A whole new world. Well, the framework. Surely nothing will go wrong. Artorian shrugged off moonfall and war like it was a gentle rain, and must now face new trials. Specifically: life in the world created by the Dungeon Core, Cal. Unfortunately, Cal has only put together the most bare-bones of systems. He's no stranger to solving near impossible problems; how difficult could it be to smooth out the slew of angry Mages with bitter rivalries, uncountable hidden secrets, a complete inability to cultivate, and a Dungeon creating messes at full speed? One way or another, it is up to Artorian to pick up the pieces. He's ready to roll up his sleeves and administrate. There are some very serious holes in this world, and the old academic is determined to fix them.

Awaken Online Jul 08 2020 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)

Artifact: A Divine Dungeon Series May 18 2021 Precious D.E. points. Staunch believers. One cantankerous beaver. Artorian has seen better days. Chased by demons, hunted by the Red Inquisition, on the run as a fugitive... and he's spent barely any time in Eternia. Stuck as a tiny noodle dragon and formed into a crown to decorate the heads of Nobility, he is forced to rely on his friends instead of fixing the issues of the world himself. Luckily for everyone else, the plucky grandfather does not know how to quit. If all Artorian can do is wiggle, then he will wiggle fiercely! By unearthing the secrets of the deity system, he'll find what it takes to make the true tools of victory. Other deities make mere weapons... Artorian makes Artifacts!

Dungeon Born Dec 25 2021 Weapons, power, wealth! All of this can be found within the dungeons of the world. You just need to survive long enough to claim them.

The Crafting of Chess Oct 23 2021 Nate wants more to life than moving from town to town, hustling chess with his con-man grandfather or wagering pick-up games online. A new immersive game opens up the chance to bring in a steady paycheck. Maybe enough to convince his grandfather to stay straight. Little does he know how his actions will change his life. A GameLit coming of age story.

Hell to Pay Dec 01 2019 A side novel set in the same world as the bestselling Ascend Online series. This story takes place in between Ascend Online and Legacy of the Fallen, following a different cast of characters. Sometimes, just being a hero isn't an option. Sometimes, you just need to get the job done. Lazarus Cain is a member of the Grim Shadows, one of the Thieves Guilds in the city of Eberia. Unfortunately, Lazarus is having a bad day. Waking up in a torture chamber, suffering from amnesia, he'd be pretty much screwed if not for the mysterious, magical sigil burned into his chest. Sometimes a really bad day should be shared with others, especially professional torturers. Lazarus will need to use all his cunning and skill to work with his comrades, uncovering schemes within schemes, discovering that The Grim Shadows are not the only Thieves Guild in the city mired in conflict. What's more, the leaders of the other guilds, the Thief Lords, don't respond well to treachery...

Occultist Oct 30 2019 Damien thought his exams would be bad enough. Then his mother collapsed with a failing heart. In a desperate move Damien throws himself into the Streamer Contest of Saga Online, the latest fantasy VR-MMORPG. Winning will provide the funds for his mom's surgery. Yet early betrayal and a close run in with a vampire almost ruin his attempt before he even begins. Stuck at the bottom of a dungeon with no gear, no allies and little hope, Damien must embrace the undiscovered Occultist class, master control of his new demon companions and take the contest by storm. His plan is simple enough. Topple the most famous player in Saga Online. Summon your imps. Prepare for battle!

Two Week Curse Sep 09 2020 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?