

Read Online The Land Forging A LitRPG Saga Chaos Seeds Pdf For Free

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It Hurts!! God's Eye:
Awakening: A Labyrinth World
Novel 100 Days in Deadland
The Desert Prince The Land:
Forging 2 Space Opera The
Death of Chaos Chaos Queen -
Dawnrise (Chaos Queen 5)
Neptune Crossing Barrow
King: The Realms Book One -
(An Epic LitRPG Adventure The
Land Ascendant The Jackals

Unbound The Flaw in All Magic
Goblin Tales Azyl Academy
Winter's King The Royal Road
to Romance The Land:
Alliances AlterWorld Raiya:
Starter Zone - a LitRPG Saga
The Child of Chaos Island in
the Sea of Time Chosen of
Chaos Morningwood Aphrodite
Sweep in Peace Bonds of Chaos
Warlock The Lost City: The
Realms Book Two (an Epic
LitRPG Adventure) Voice of War
The SIXTH 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! ps - Gnomes Rule... That is all I was getting ready to graduate, with only one semester left, when I took a ski trip with my fiancée and ended up dying to save a little girl's life. This wasn't the end, though, as a deity chose me to save another world. I woke up in the body of Kupiec Aiden, in a world where magic was real. Unfortunately, unlike many isekai novels I've read, I retained none of his memories, and had to learn everything.

His family took me in, and I recovered from his sickness before learning about magic, or Aether as they called it. I discovered that I had immense innate talent in Aether Gathering, and was offered a scholarship to attend Azyl Academy, the city's premier institution. Where do I fit in this world, and how am I going to be key to saving it? Betrayed by those closest to him, Finn Caldwell thought he'd escaped his life of violence and deception. But when a frantic message from his estranged sister draws him into The Realms, the world's most advanced holographic reality game, Finn is forced to embrace his deadly skills once

more. The bestselling LitRPG novel. Newly edited and updated. Betrayed by those closest to him, Finn Caldwell thought he'd escaped his life of violence and deception. But when a frantic message from his estranged sister draws him into The Realms, the world's most advanced holographic reality game, Finn is forced to embrace his deadly skills once more. Armed with a mysterious artifact known as a Godhead, Finn becomes the warrior-mage Gryph. Yet, things are not as they seem and to save his sister, he must escape a sentient dungeon by defeating its master the Barrow King. Bonus: Contains Chapter One of Killing Time - The

Realms Book 1.5 #1
BESTSELLER in Norse & Viking Myth & Legend. #1
BESTSELLER in Role Playing & Fantasy Games. The Realms - An Epic LitRPG Series. 1) Barrow King 2) Killing Time (A Side Quest). 3) The Lost City - NOW AVAILABLE. 4) Chaos Rising - Coming Fall 2018
Everything is not well in The Land. The dead lay restless in their graves and Richter's actions have not gone unnoticed. He arrogantly tried to create something good. How could he not understand that the forces of destruction would demand their due ... in blood. Richter will learn that his earlier sacrifices were nothing. Not when compared to what

will be taken. His enemies will leave him broken, but they will learn something as well. The wrath of a chaos seed is not to be taken lightly! Welcome to Long Awaited seventh novel of the Best Selling LitRPG Saga, Chaos Seeds, by Aleron Kong. A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 in Epic Fantasy - - #1 in Cyberpunk -- #1 in Video Game Fantasy In The Land: Predators, the Mist Village has harnessed its power. Core buildings, Professional fighters and now, their own Dungeon, the settlement is primed to grow into a kingdom of true power and magic. The path to power

has not been without risk, however. The MistVillage has been noticed. Evil nobles from the Kingdom of Law, bloodthirsty goblins from the Serrated Mountains, an undead lord with a penchant for human sacrifice and fanatical kobolds from the Depths, all plot the village's destruction. The predators are circling. Richter's people are horribly outnumbered by foes whose own power has been entrenched for thousands of years. Richter and Sion need to be stronger than ever before. Luckily, they are. New skills have been learned, stronger enchantments have been wrought and the hundreds of villagers have answered the

call to adventure. The Companions do not stand alone. While many eyes have turned towards the mists, wanting to take the treasures within, the Mist Village stares back with a simple message. Come and get it! "Utterly engaging...a page-turner that is certain to win the author legions of new readers and fans."—George R. R. Martin, author of A Game of Thrones It's spring on Nantucket and everything is perfectly normal, until a sudden storm blankets the entire island. When the weather clears, the island's inhabitants find that they are no longer in the late twentieth century...but have been transported instead to the

Bronze Age! Now they must learn to survive with suspicious, warlike peoples they can barely understand and deal with impending disaster, in the shape of a would-be conqueror from their own time. Chrys Valerian is a threadweaver, a high general, and soon-to-be father. But to the people of Alchea, he is the Apogee—the man who won the war. When a stranger's prophecy foretells danger to Chrys' child, he must do everything in his power to protect his family—even if the most dangerous enemy is the voice in his own head. To the west, a sheltered girl seeks to find her place in the world. To the south, a young man's life

changes after he dies. Together, they will change the world—whether they intend to or not. As a lowly pot boy, Holt Cook was never meant to be a dragon rider. Until in a moment of madness, he saves a dragon egg doomed to be destroyed. A blind hatchling with a mysterious and unknown magic. Soul-bonding with the dragon, Holt gains access to its magical core. Only through training and perseverance can he cultivate its power to stand a chance in the battles to come. For the riders are preparing for war. Undead horrors are rising across the land. Kings and riders alike die in their strongholds. Order is crumbling. And Holt faces a

terrible decision. To do what is expected and maintain order, or do what he knows to be right and cause only chaos? A prequel to the Recluce series merges science fiction and fantasy and seeks to explain the founding of the Empire of the Legend. By the author of Death of Chaos. Reprint. Large chests are said to encompass all manner of hopes and dreams. Men covet them. Women envy them. But one fact holds true - everyone wants to get their hands on some big ones. The same holds true for one intrepid adventurer - a strapping young lad by the name of Himmel. Armed with his grandfather's trusty longsword and the dream of

being the strongest, he sets out on the journey of a lifetime! It is sure to be a long and dangerous road, fraught with danger! And it all starts with a simple test - reach Level 5 in the dungeon called the 'newbie zone' and earn the right to become a full-fledged adventurer! However, such things get hopelessly derailed when his adolescent mind beholds an exposed chest for the first time. A fateful meeting that would inevitably lead his life in a direction he never even dreamed of! Content warning: Profanity, Gore, Sexual Themes Book 3 in the multi-genre Amazon Bestselling series. With the cold walls of Azbar looming like a bad dream at his

back, Raz i'Syul rides north once more, seeking the Priests of Laor. The visions that haunt him, dogging his steps, however, are only the beginning of a much greater danger than even the Monster of Karth has ever known. In one day, the world fell to a pestilence that decimated the living. In their place rose a new species: vicious, gruesome, wandering zombies with an insatiable hunger for the living. Still in her twenties, Cash has watched her friends die, only to walk again as monsters. An office worker with few survival skills, she joins up with Clutch, a grizzled Army veteran with PTSD. Together, they flee the city, with nothing but Clutch's

military experience and Cash's determination to live. As they fight to survive in the zombie inferno, they soon discover that nowhere is safe from the dead...or the living. 100 Days in Deadland is inspired by the first poem in Dante Alighieri's Divine Comedy, the classic tale on the horrors of hell... zombie apocalypse style! Deadland Saga: 1. 100 Days in Deadland 2. Deadland's Harvest 3. Deadland Rising A vengeful ghost trapped in a goblin's ear... a flaming spider who must help stop a goddess from conquering a science fiction convention... a goblin nursery worker who finds herself trapped in the middle of a war. This collection features five

humorous short stories that explore the fantasy realm from the perspective of the lowest of the low, the unlikeliest of unheroes: the goblins. L.E. Modesitt, Jr.'s The Death of Chaos continues his bestselling fantasy series the Saga of Recluce, which is one of the most popular in contemporary epic fantasy. A threat of invasion from the Empire of Hamor endangers Lerris' newfound peace. Despite the imminent possibility of destruction, the lands of Candar will not unite and Recluce will not heed the peril, forcing Lerris to choose between becoming the greatest wizard of all time—or seeing his whole world destroyed. “An

intriguing fantasy in a fascinating world.”—Robert Jordan, New York Times bestselling author of The Wheel of Time® series Saga of Recluse #1 The Magic of Recluse / #2 The Towers of Sunset / #3 The Magic Engineer / #4 The Order War / #5 The Death of Chaos / #6 Fall of Angels / #7 The Chaos Balance / #8 The White Order / #9 Colors of Chaos / #10 Magi'i of Cyador / #11 Scion of Cyador / #12 Wellspring of Chaos / #13 Ordermaster / #14 Natural Order Mage / #15 Mage-Guard of Hamor / #16 Arms-Commander / #17 Cyador's Heirs / #18 Heritage of Cyador / #19 The Mongrel Mage / #20 Outcasts of Order /

#21 The Mage-Fire War (forthcoming) Story Collection: Recluse Tales Other Series by L.E. Modesitt, Jr. The Imager Portfolio The Corean Chronicles The Spellsong Cycle The Ghost Books The Ecolitan Matter At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Sometimes, the world needs a little chaos. Holt and Ash saved the kingdom of Feorlen against all odds. Now, they are outcasts, alone on an impossible quest to unite the Elder Dragons. But, they are children playing in a game of Dragon Lords. Trapped between the riders, servants of Sovereign, and the scourge,

even their luck cannot last forever. Their only hope is to advance their bond by any means necessary. In Feorlen, Talia faces a world unaccepting of a rider queen. Her councilors will not heed her warnings of Sovereign. Foreign powers threaten war and bloodshed. Pleas sent to rider headquarters fall on deaf ears. All the while, Sovereign regathers his strength in an ancient fortress. Enthralled cultists swell his ranks. Disillusioned riders flock to his cause. And, his unwilling servant Osric Agravain scours the land for dragon eggs. There are new types of magic to be discovered, and Sovereign intends to control them all.

Only the mysterious half-dragon Rake has a plan to stop Sovereign. To pull it off, he's going to need a team. Unbound continues this award winning and best-selling dragon rider epic fantasy, readers are comparing to Eragon, Pern and other beloved classics. An epic fantasy adventure set in the beloved world of the Demon Cycle, following a new generation of heroes, from New York Times bestselling author Peter V. Brett "Heart-wrenching, smart, and modern . . . The Desert Prince has set a new standard for fantasy."—Wesley Chu, #1 New York Times bestselling author of The War Arts Saga Fifteen years have passed since

the end of the war with demons, creatures of darkness who have hunted the night and plagued humanity since time out of mind. The heroes of humanity's hour of need have become legend, and those who remain struggle to escape their shadows. Olive Paper and Darin Bales have grown up in this new peaceful world. Demons have been all but destroyed, but dangers still lurk for the children of heroes. Olive, princess of Hollow, has her entire life planned out by her mother, Duchess Leesha Paper: a steady march on a checklist to prepare her for succession. The more her mother writes the script, the more Olive rails against playing

the parts she is assigned. Darin faces challenges of a different kind. Though free to choose his own path, the weight of legacy hangs heavy around his shoulders. It isn't easy being the son of the man people say saved the world. Everyone expects greatness from Darin, but the only thing he's ever been great at is hiding. When Olive and Darin step across the wards one night, they learn the demons are not all gone, and those that remain hunger for revenge. Events are set in motion that only prophecy can foresee as Olive and Darin seek to find their own places in the world in time to save it again. cation Date: July 18, 2014 A new pandemic - the perma

effect - has taken over Earth of the near future. Whenever you play your favorite online game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators. But some unfortunates - the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other society misfits - choose to flee real life willingly, escaping to the limitless world of online sword and sorcery MMORPGs. Once a seasoned gamer and now a terminal cancer patient, Max

grasps at this final chance to preserve his life and identity. So he goes for it - goes for the promise of immortality shared with a few trusty friends and the woman he loves. Together they roam the roads of AlterWorld and sample its agony and ecstasy born of absolute freedom. When John Bandicut encounters an alien intelligence on Neptune's moon Triton, his life changes irrevocably. Urged by the alien quarx now sharing his mind, he accepts an audacious mission—to steal a ship and hurtle across the solar system in a desperate bid for Earth's survival. Book 1 of The Chaos Chronicles, by the Nebula-nominated author of Eternity's

End—with an Afterword by the author. Appeared in print from Tor Books. DRM-free ebook edition. REVIEWS: One of the best SF novels of the year — Science Fiction Chronicle “Masterfully captures the joy of exploration.” — Publishers Weekly “One of the very best things Carver has written, a traditional adventure filled with mystery and wonder and featuring a likable and believable protagonist thrust onto a stage for which he is ill prepared.” — Science Fiction Chronicle “Jeff Carver is a hard sf writer who gets it right—his science and his people are equally convincing. Neptune Crossing combines his strengths, from a chilling look

at alien machine intelligence, to cutting-edge chaos theory, to the pangs of finite humans in the face of the infinite. If you like intriguing ideas delivered in an exciting plot, this is your meat.” —Gregory Benford, author of the Galactic Center series “Reveals an alien encounter brushing hard against a soul, and takes us from there to the far reaches of the cosmos, all with the sure touch of a writer who knows his science. Jeff Carver has done it again!” —David Brin, author of Existence “A complex and believable protagonist—an ordinary man rising to extraordinary circumstances—and an alien presence that is at once

convincingly strange and deeply real. I’m really glad to have read this one.” —Melissa Scott, author of Dreamships and Trouble and Her Friends “A roaring, cross-the-solar-system adventure of the first water. The kind of stuff that made us all love science fiction.” —Jack McDevitt, author of Seeker and Chindi “High-octane space adventure: mystery, humor, theoretical physics, and one of the more interesting SF aliens you’ve likely encountered in a long while.” —Allen Steele “With works such as The Infinity Link... and his popular Star Rigger novels, Carver won acclaim as a master craftsman of compelling hard science

fiction. This captivating opener to a new series incorporating the emerging science of chaos theory should keep that reputation flourishing... Carver has created yet another electrifying scenario as well as a winning combination in Bandicut and the sometimes vulnerable yet superintelligent quarx. First-rate entertainment.” — Booklist Aleron Kong's #1 Best Selling LitRPG Saga continues in "The Land: Swarm" The enemies of the Mist Village are moving, the storm clouds are gathering, what are Richter and Sion to do Crush the game, that's what! More of everything you love in LitRPG: Powerful items, epic battles, awesome quests and in

depth world building! What happened to Elora? Where is the swarm? Did the rock giant make Richter jelly? What are the colonel's secret spices
Journey back into my world and find out! Come back... to The Land! Dina DeMille isn't your typical Bed and Breakfast owner. Her inn defies laws of physics, her dog is secretly a monster, and the only permanent guest of the inn is a former Galactic tyrant with a price on her head. The inn needs guests to thrive and guests have been scarce, so when an Arbitrator shows up at Dina's door and asks her to host a peace summit between three warring species, she jumps on the

chance. Unfortunately, for Dina, bridging the gap between space vampires, the Hope-Crushing Horde, and the merchants of Baha-char is much easier said than done. To make the summit a success, she must find a chef, remodel the inn, keep her guests from murdering each other, and risk everything, even her life, to save the man she might fall in love with. But then it's all in the day's work for an Innkeeper... I am the king of gods. The one who sits on the throne of Mt. Olympus. The God of the sky, lightning, and justice. But I fought tooth and nail to get here. When my father, Cronus, tried to devour my siblings and me, I escaped

in search of new allies and a way to avenge them. I found them in the faces of two goddesses who swore me allegiance by joining my guild. This is the story of how I built my guild hall on top of Mt. Olympus. How we grew powerful and what we had to do to achieve it. This is my story. I had to accept that I wasn't just Arthur Leywin anymore, and that I could no longer be limited by the circumstances of my birth. If I was going to escape, if I was going to go toe-to-toe with the most powerful beings in this world, I needed to push myself to my utmost limit...and then I needed to push even further. After nearly dying as a victim

of his own strength, Arthur Leywin wakes to find himself far from the continent where he was born for the second time. Alone, broken, and with no way to tell his family he's alive, Arthur must rebuild his strength to survive. As he ascends through an ancient dungeon filled with hostile beasts and devious trials, he discovers an ancient, absolute power - a power that will either ruin him or take him to new heights. But the dungeon won't give up its knowledge easily. Before he can plunder its depths, Arthur must learn to untangle the threads of fate. He must band together with the unlikeliest of allies if he hopes to escape with his life.

Galen's imagination always got him into trouble, but now it may be the only thing that can prevent Horace from opening the Vault of Chaos and unraveling the world. "One of my favourite books this year." - The Review Curmudgeon "An absolute gem of a read!" - Bear Mountain Books Book 2, The Emperor's Mask, is available now! In a city that runs on magic, it takes a man with none to solve an impossible murder. In a world of elves and dwarves and sprites and mages, Tane Carver is a human with no gift but his wits. Which, to be fair, did get him into the world's most prestigious university of magical technology. For a while. Until

his lack of magic was discovered. And then it all came crashing down. But when a student is murdered on campus behind unbreakable wards, Tane gets a second chance. Solving an impossible crime should be easy for the man who fooled the university's best mages for years. Except he's not counting on the head constable being an old flame who isn't so fond of him anymore. Or on Kadka, the half-crazy half-orc who insists she's his partner--whether he likes it or not. Not to mention the masked mage who keeps trying to kill him. Now, Tane's survival depends on the one truth that has never failed him. The flaw in all magic that those

who have it prefer to ignore: the mage. Outsmart the mage, and you outsmart the spell. And outsmarting mages is what Tane does best. 2019 HUGO AWARD FINALIST, BEST NOVEL *The Hitchhiker's Guide to the Galaxy* meets the joy and glamour of Eurovision in bestselling author Catherynne M. Valente's science fiction spectacle, where sentient races compete for glory in a galactic musical contest...and the stakes are as high as the fate of planet Earth. A century ago, the Sentience Wars tore the galaxy apart and nearly ended the entire concept of intelligent space-faring life. In the aftermath, a curious tradition was invented—something to

cheer up everyone who was left and bring the shattered worlds together in the spirit of peace, unity, and understanding. Once every cycle, the great galactic civilizations gather for the Metagalactic Grand Prix—part gladiatorial contest, part beauty pageant, part concert extravaganza, and part continuation of the wars of the past. Species far and wide compete in feats of song, dance and/or whatever facsimile of these can be performed by various creatures who may or may not possess, in the traditional sense, feet, mouths, larynxes, or faces. And if a new species should wish to be counted among the high and the mighty, if a new planet has

produced some savage group of animals, machines, or algae that claim to be, against all odds, sentient? Well, then they will have to compete. And if they fail? Sudden extermination for their entire species. This year, though, humankind has discovered the enormous universe. And while they expected to discover a grand drama of diplomacy, gunships, wormholes, and stoic councils of aliens, they have instead found glitter, lipstick, and electric guitars. Mankind will not get to fight for its destiny—they must sing. Decibel Jones and the Absolute Zeroes have been chosen to represent their planet on the greatest stage in the galaxy.

And the fate of Earth lies in their ability to rock. James loved playing MMORPG games. When he became the first player to reach level 100 in his favorite game, he was offered the chance to test a brand new game. Never one to read the fine print, he jumped at the chance to be the first player ever. Some opportunities are just too good to be true. Finding himself trapped in a brand new world and struggling to survive, James must find a way to master the game and escape the world of Raiya. Angry wildlife, gargantuan monsters, and a mysterious ally are not the only things he has to worry about on his adventure. When Richard

Halliburton graduated from college, he chose adventure over a career, traveling the world with almost no money. The Royal Road to Romance chronicles what happened as a result, from a breakthrough Matterhorn ascent to being jailed for taking forbidden pictures on Gibraltar. Halliburton's literary career developed out of his meticulous logging of events that occurred on his own adventures. This book, his first, an account of his travels in 1921-23, was a best-seller for three years and was translated into 15 languages. 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!!!! Three vigilantes are trapped like rats in this action-packed Western series opener by the authors of the New York Times–bestselling Smoke Jensen series. Fate brought them together. It may also send them straight to hell. With Apaches on the pro, ex-cavalry sergeant Sean Keegan, bounty hunter Jed Breen, and ex-Texas Ranger Matt McCulloch take shelter in a West Texas way station—along with a hot-as-a-pistol female bound for the gallows, a spiteful newspaper editor, and a coward with \$50,000 who promises them five grand if they’ll deliver his blood-soaked stash to his wife. Turns out, Indians might be the least of

the problems for the trio, soon to be known as the Jackals. The loot’s stolen property of the vengeful Hawkin gang, and these prairie rats are merciless, stone-cold killers. And the brother of the man the woman killed wants to butcher her himself rather than watch her swing. McCulloch, Keegan, and Breen are ready for a showdown—but the Jackals may not live to spend that \$5,000. Perfect for fans of The Hateful Eight. 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! Bonds of Chaos is the final installment of the Threadlight trilogy, which begins with the multi-award-winning Voice of War. TO BREAK THE BONDS, SACRIFICES WILL BE MADE. When all was lost, the Heralds returned, and the world embraced them as gods and saviors. But there are some

who know the truth: the Heralds are not what they seem. Now, in a desperate attempt to stop them, Chrys and the others travel to Cynosure with hopes of enlisting the only Amber threadweaver with the power to help. Chrys, Laurel, Alverax, and those they love. Together, they will stop the gods...or they will die trying. Aleron Kong's #1 Best Selling LitRPG Saga continues in "The Land: Swarm" The enemies of the Mist Village are moving, the storm clouds are gathering, what are Richter and Sion to do??? Crush the game, that's what! More of everything you love in LitRPG: Powerful items, epic battles, awesome quests

and in depth world building! What happened to Elora? Where is the swarm? Did the rock giant make Richter jelly? What are the colonel's secret spices??? Journey back into my world and find out! Come back... to The Land! Swords, Spells, Stats and Slaughter! Mark wakes up in a burning town inside a Full Immersion Virtual Reality RPG called Reign of Blood. He flees from the reiver slavers who are abducting the village's NPCs, only to have an agonizing encounter with the wrong end of a ranger's arrow. After trying and failing to log out of this painfully realistic game, Mark decides to take up his

sword, embrace his new Warlock character class, and help the ranger rescue her people. The warlock and his hard-nosed ranger companion are soon joined by a macabre healer, an earth-shaking druid and a talking fortress. But as Mark takes the fight to the reivers, he uncovers an even deadlier threat. Dark magic is spreading into Garland from a long dead city, and the reiver leader has found a way to harness some of that corrupted power for himself. Level by level, spell by spell, Mark must become the warlock that Garland needs before it falls to the corrupted ambitions of a rising tyrant. Includes FREE bonus short story! Bloody

Minded Follow our sharp-tongued ranger, Dayna of Elmtree, as she and a party of fellow rangers search the Barrens for their missing comrade. You'll learn how Dayna came by Wayfarer's diary and why she was the only ranger to make it back to Garland alive. The sequel to the bestselling LitRPG epic Barrow King."I cannot believe that idiotic plan worked." The only thing Gryph wanted when he entered the Realms was to find his missing sister. Then he pissed off a power-hungry god, got stuck in the undead hell dungeon known as the Barrow and nearly had his soul consumed. Then things trended upwards, and with the help of a

ragtag group of companions, Gryph escaped to a verdant paradise of magic and wonder. But when his exposed secrets lead to betrayal and murder, Gryph is forced to accept an insane quest or his new friends will face the headsman's axe. Now, to stop a world-conquering zealot from capturing an ancient weapon of incredible power, Gryph must become the one thing he never wanted to be, a leader. Standing in his way are a group of crazed cultists, an army of deadly magical machines, and friends who no longer trust him. And he is still no closer to saving his sister. The Lost City, the sequel to the breakout hit Barrow King, is an overflowing

cauldron of leveling, world building, humor, and action. The Realms - An Epic LitRPG Series 1) Barrow King 2) Killing Time (A Side Quest) 3) The Lost City The fifth and final book in the epic Chaos Queen series. "Perfect for fans of Daniel Abraham and Brandon Sanderson." (Library Journal on Duskfall). Nothing is as it seems. Sfaera-shattering revelations reveal there is more to the Nine Daemons--and Canta--than anyone could have imagined, and deep in the heart of Triah, a threat that has lurked below the surface for years finally rises, gathering unimaginable power. Knot, still reeling from a shocking death, tries to put himself back

together in time to fight. Two ex-Nazaniin assassins, Code and Kali, form an unlikely alliance. Cinzia, more suspicious than ever of her sister Jane Oden--Canta's prophetess--rallies as many people as she can to save the Sfaera from imminent destruction. And Winter, the Chaos Queen herself, realizes she must finally choose sides and face the greatest test of her life: finding the humility to seek help. Deep in the heart of Triah, a threat that has lurked below the surface for years finally rises, gathering unimaginable power. Only the unlikely alliance formed between the two former Nazaniin assassins, Code and

Kali, stands in its way. Characters old and new join forces to preserve life as they know it. The darkest night the Sfaera has ever known is about to end, but whether it ends in daylight or destruction remains to be seen.. Evelyn enjoyed living a nice, quiet life in an anarchic pirate port, far from the world she'd once conquered. Then came an attack by mercenaries that made her angry. By the time the dust settled, she had a group of former slaves which she'd freed, her djinn assistant had convinced several of the women that they should join Evelyn's brand-new harem, and she was looking for a new home, likely aboard a ship. If

nothing else, it was going to make Evelyn's life more interesting, and she almost looked forward to it. If the rest of the cluster was sweating bullets at the re-emergence of a notorious warlord, that was their problem, not hers. 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,

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