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KEY=CRYSTAL - MARSHALL JOSHUA

Dodge Tank A LitRPG Novel *Independently Published* "There's only one rule...don't get hit." Ryan's life sucks. His brother is a jerk, his mom is sick, and his legs are next to useless thanks to a neurological disorder. Plus the world ended two centuries ago from nuclear war. Now, what's left of humanity live below ground, with the only escape from reality being the massive VR world of Crystal Shards Online. But even ingame, Ryan's life sucks. Unable to play a combat class due to his condition, he works as a miner, earning barely enough to get by and not nearly enough to afford the operation that will save his mom's life. When Ryan discovers an item that grants the ability to dodge any attack, however, he has the chance to become one of the game world's most elite and sought after players: a Dodge Tank. But for someone who's never played a combat class, success isn't so easily had. To save his mom, Ryan will have to overcome his disability and level his way to the top. But the real-world consequences are more far reaching than he ever could have imagined and the fate of not just his mother, but humanity itself, may be resting in his hands... WARNING: Contains RPG mechanics, detailed party combat and giant boss fights. If these things do not interest you, then this is not the book for you! BUY

DODGE TANK TODAY! **The Crafting of Chess** *Independently Published* 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. **Hack A LitRPG Novel** *Independently Published* ONE MORE LEVEL Ever dream of being trapped in a virtual reality RPG? Craving one more quest? Read on, adventurer! Sarah, Eric and Josh secretly log onto the new Tower of Gates VRMMORPG and stumble on a world unlike any they have seen before. Swords, sorcery, and intrigue abound. While not planning on staying in the unreleased game long, life happens. They soon learn the stakes are even higher than they imagined. To survive, they will need all their strength, courage, and wisdom, not to mention help from friendly NPCs, magic items, and everything else as they delve deeper into the game. Hack is the first book of the Tower of Gates LitRPG Saga. Previously published as the first half of Goblin. Extensive rewritten and professionally edited. Enjoy... **Rise of The Undead Legion** *WWW.WEBNOVEL.COM (Cloudary Holdings Limited)* Three years ago Conquest was released, redefining virtual reality and gaming. 'An entire world on a server. Dive in and play the RPG to end all others; explore, create, conquer. LIVE!' It became an overnight phenomena worldwide. Dave Ruster grew up without a family to speak of, he had few friends and fewer prospects. He lives in the same small town where he graduated from high school, and works long hours at a low-paying job that barely pays for rent and the food on his table. He can't afford college, but at least he is not out on the streets. His life is going nowhere, stuck on a treadmill. Until chance, karma, or providence, call it whatever you believe in, intervenes. Suddenly, David's circumstances change. Injured and unable to work, he's about to lose what little he has. His fate balances where crisis and opportunity go hand in hand. He can risk it all, seizing the opportunity to make circumstances work for him, potentially going further and higher than he ever dreamed. Or he can accept his fate and watch life from the sidelines Join Dave as he puts all his aspirations and hopes, all that he is, into the game he always wanted to play, Conquest! It will be a journey of adventure and discovery, victory and loss, as he strives to create a new future for himself, in-the-game and In Real Life. **** Story is currently being proofed by our Lord Sambraga! (chapters 54+) so please bear with the mediocre quality of writing in the first chaps, it gets much better later on!**** **Desire A LitRPG Adventure** A mysterious entity decides to bestow certain individuals with a powerful tattoo. With it, anything becomes possible. The world is changing... and it has yet to be determined if it is for better or worse. Two friends who grew up together, Ace and Vincent, decide to use the tattoo to do what they always dreamed of. **AlterWorld** 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. **Frostworld Ice & Blood: A LitRPG/GameLit Viking Adventure** *Independently Published* On Frostworld, only the strong survive... Jarl Beckström dreams of one day becoming a great warrior. Sadly, he had the misfortune of being lowborn-classless, unable to level up. He lives the mundane life of a poor mud-farmer, subjected to the whims of the infamous battleborn and the magical fireborn. But legend says that deeds of great courage can change a person's class... When the Clan Lord's son unexpectedly disappears, Jarl sees an opportunity to prove himself a hero and rise above the lowly station of his birth. He goes against the traditions of his people to seek his destiny... and possibly even his death. However, dark things stir in the frozen wilderness. A star has fallen from the heavens and the dead have begun to rise. While clanholds struggle in eternal conflict and powerful men vie for control, only an ambitious mud-farmer and his domineering sister can shed light on the true enemy: the monstrous, undead draugr... Don't miss the start of an epic GameLit/LitRPG adventure with a Viking and Norse Mythology twist. It's perfect for fans of *Unsouled*, *Iron Prince*, and *Sufficiently Advanced Magic*. **Enemy of the World Main Character Hides His Strength** Sungchul Kim, the man who reached the pinnacle of physical strength. Wielding the divine hammer, Fal Garaz, he goes on a quest to defeat the Demon King and put an end to the Calamities. However, having almost reached the end of his quest, he hits a wall which cannot be overcome by pure force. Resolved to do anything to accomplish his goal, he hides his identity and returns to the place where everything began all those years ago. To start anew on the path of Magic for the sake of a promise. His dismal past, his difficult present, and his desperate future constantly weighs on his mind. His name inspires dread in all, and even those saved by his hands wish him death. For he is- *The Enemy of the World*. **The Wayward Bard** Daniel's Guide to Early Retirement: 1: Intercept illegal money transfer from mafia boss. 2: Hide out in super exclusive Full Immersion Virtual Reality game until the heat is off. 3: Roll a bard. Max out charisma. Live it up. 4: Profit. With all the pesky planning out of the way Daniel set out to realize his ultimate dream: gaining enough money to buy a tropical island and spend his days playing the violin and RPGs. What could possibly go wrong? Disclaimer: There shall be no harems in this series. Overpowered, perfect protagonists will not be tolerated and excessive cursing will result in donations to the swear jar. **World-Tree Online** 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. **Survival Quest (The Way of the Shaman Book #1) LitRPG Series** *Magic Dome Books* An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman. **Minecraft: The Crash An Official Minecraft Novel** *Random House* When a new virtual-reality version of Minecraft brings her dreams to life, one player must face her worst nightmares. Bianca has never been good at following the plan. She's more of an act-now, deal-with-the-consequences-later type of person. But consequences can't be put off forever, as Bianca learns when she and her best friend, Lonnie, are in a terrible car crash. Waking up in the hospital, Bianca is faced with questions she's not equipped to answer. She chooses instead to try a virtual-reality version of Minecraft that gives her control over a world at the very moment she thought she'd lost it. There she encounters a glitching avatar she believes to be Lonnie. Bianca teams up with Esme and Anton - two kids also playing on the hospital server - to save her friend. Is Lonnie really stuck in the game? And can Bianca help him back to reality? **Redeemer of the Dead Book 2 of the System Apocalypse** Four months ago, the world changed as electronics failed and blue screens started appearing, gifting humanity with abilities, Classes and Skills straight from a game. Unfortunately, the System hasn't finished with humanity yet and dungeons begin to appear, bringing with them more powerful, stronger and smarter monsters. **Principles of Likability Skills for a Memorable First Impression, Captivating Presence, and Instant Friendships** *PublishDrive* Small changes for big results in your social life, presence, and relationships. Learn how to be captivating, memorable, and magnetic. Likability is one of the most important traits you'll ever learn. It's more important than your intelligence, looks, status, wealth, prestige, or education. Likability is the true currency of life. Do you seem to fade from people's memory as soon as the conversation ends? Banish those feelings of rejection and dejection. Principles of Likability investigates the

aspect of human nature that affects us the most - what makes us drawn to someone without our even realizing it? This is what we strive for everyday, and it can make or break our moods. Likability - what is it and how can we achieve it consistently? Use the principles laid out in this book and you'll wonder no more. Make a powerful first impression and build a thriving social circle. Patrick King is an internationally bestselling author and social skills coach. His writing draws of a variety of sources, from scientific research, academic experience, coaching, and real life experience. He has taught the art of becoming likable for years and only writes about real tactics that have been proven to work. Utilize the subconscious causes of likability and charm. •Simple everyday decisions to be more likable. •Why conventional advice about focusing on others is flawed. •How to actually listen - a unique and different approach. •What value has to do with your likability and charm. Become pursued and sought out instead of ignored and forgotten. •Why being shallow isn't always bad, and is actually valuable. •What abrasiveness is and why it's more powerful than likability. •How to become worthy of being liked as second nature. Likability has the power to take you anywhere you want in life. **Dungeon Crawler Carl A LitRPG/Gamelit Adventure** 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 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 goblins 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. **Eden's Gate: the Sparrow: a LitRPG Adventure** After accepting the fact that he will never know his old reality again, Gunnar looks forward to building a new life inside Eden's Gate. It's time to form a guild, gather resources, and earn the acceptance of the Edgewood inhabitants. If only things were that easy... The dark elves aren't thrilled about having humans in Edgewood, the mine isn't vacant, and you can't form a guild without at least a few guild mates. Will Gunnar pursue Adeelee? Is Rachel still out there somewhere? And who is Jax exactly? Could he really be a Sparrow? **Eden's Gate: the Reborn: a LitRPG Adventure** When Gunnar Long is transported into the first fully-immersive virtual MMORPG, he finds himself in a new world filled with magic, mystery and adventure. No more 9-to-5 job. No more studio apartment. No more reality TV. Finally, he's in a place where he can call home, a place with people he can call friends. But as more people want to trade their real world lives to get inside Eden's Gate, the government of the outside

world wants the "game" shut down at all costs. Gunnar must learn to survive, grow in power and find a way to send a message back to his old home. "We're fine. We're alive. Eden's Gate is real." Eden's Gate is a LitRPG adventure. **Ritualist** *Createspace Independent Publishing Platform* 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 Legendary Mechanic** *WWW.WEBNOVEL.COM (Cloudary Holdings Limited)* What do you do when you wake up and find yourself inside the very game that you love? What do you do when you realize you that you have not only become an NPC - you have even been thrown back in time to before the game even launched! What will happen when our protagonist's two realities coincide? Han Xiao was a professional power leveler before his transmigration. Using his past life's knowledge, Han Xiao sweeps through the universe as he prepares for the arrival of the players. This is definitely not your typical transmigration novel. **Project Daily Grind (Mirror World Book #1)** 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? **One More Last Time A LitRPG/Gamelit Adventure** 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. **Ascend Online Limitless Lands** *Limitless Lands* Colonel James Raytak is about to die. The 93-year-old combat veteran is living his last days in a nursing home; his only hope for survival is an experimental Medpod life support system controlled by an Artificial Intelligence. Co-developed by the world's largest gaming company, Qualitranos the Artificial Intelligence will also control the soon to be released game Limitless Lands. Without its creator's knowledge, the Artificial Intelligence decides the best course of treatment is to

import its patient's consciousness directly into the game. Colonel Raytak must dust off his military training and lead his virtual troops in a fight to repair his broken body and mind while exploring the Limitless Lands. **More Than a Game** *Independently Published Step* into a future, in which advanced technology creates a virtual world, with superior capabilities that allow players to experience real-world sensations. The popularity of the RPG game Fayroll is growing by the day, attracting millions of users to this alternate reality. What is the secret of Fayroll? What makes it so different from other games? Our protagonist, Harriton Nikiforov is an everyman - a binge drinking, tabloid column reporter who has settled for the humdrum of the everyday, with a job that pays the wages, a neurotic girlfriend who gives him migraines and a boss that gives him constant grief. Tasked with a new assignment, Harriton suddenly finds himself ripped away from his normal routine of Moscow society life, to a journalistic quest of sorts that leads him deep into the realm of the Virtual Gaming World of Fayroll. Given explicit orders to write a series of fluff pieces on the game and its developers, Harriton grudgingly accepts the assignment, but soon finds himself enthralled by the virtual fantasy world and its amazing quests, unpredictable challenges, and nearly endless possibilities. Harriton is reincarnated as a warrior named Hagen and becomes a full participant in the fantasy world, plunging into the exciting world full of action, quests, humor, legendary weapons and ancient secrets. He meets faithful and courageous comrades and outwits those who are trying to hunt him. In this world, the thirst for success and vanity of high-level players in pursuit of legendary objects spills into the real world, where high-stakes bets are made on the success of the virtual characters. Harriton, as Hagen, unwittingly enters into the Fayroll world, where events and decisions that he makes in the virtual space starts to affect his own reality. His unpredictable character, perseverance, and excitement attract the attention of powerful gamers and influential Moscow elite with a vested interest in Fayroll's outcome. It is not long before he realizes that this fantastic world, (created according to the best canons of cult games, Warcraft and Lineage), conceals many dangers. Can he pass all the tests? Fayroll is more than a novel; it's a brilliant synergy of fantasy fiction and online gaming. It gives the reader the best of both worlds. The first novel of the 13 part epic series Fayroll, has captivated Russian readers countrywide and was voted the 2014 new fantasy book of the year. Andrey Vasilyev's masterpiece 'More Than a Game' is now available to the English-speaking World. Join us in this breathtaking narrative that takes both its main character and the reader deep into the heart of the Virtual Gaming Universe and explore the Fantasy Series that has captured the imagination of the Slavic world. **The Weirdest Noob** Something quite odd is happening in Second World--the planet's foremost MMORPG. Something that's causing alliances to be broken, and friendships, forgotten. A worthless low-level mine becomes the stage of vicious battles, its burned ruins suddenly contested by the game's toughest clans. Every border is controlled, and every road in the province blocked off. The weak players and NPCs alike are subjected to non-stop violent raids courtesy of Eastern invaders. And the strong... The strong are scouring the virtual world for the culprit--the weirdest noob the game has ever seen. **Level Up Knockout: LitRPG Series** If you have read the original Level Up series, we would like to warn you at once: the book has another protagonist, although the setting is the same. The chronology of the events described

in this book is the same as that of the first two books in the Level Up series (Restart and Hero) Mike Hagen, an American nicknamed "Crybaby," became one of those chosen to be given an augmented reality interface. However, his favorite game was an MMA fighter-possibly, for the reason that he'd never fought in real life, and the interface adapted itself to him. Will Hagen be able to use it right? And will it help him to crawl out of the dreary pit of his existence? **Watchers Test A LitRPG Saga** This isn't a game. This is his new life. Dave has been wandering through life for a long time. His day job bores him and he never seems to be able to meet his family's expectations. The only escape he's ever had is his love of MMORPG's. But when he becomes the subject of a test without even knowing it, he's portaled into a game-world called Eloria with no way out. It's a frequent daydream of his, however, in none of those dreams did his wife and kids ever accompany him. Now, Dave must balance protecting his family with exploring his dream... oh, and trying to stay alive. Monstrous beasts roam Eloria, worst of all, an undead army led by the vile Death Knight. He'll have to adapt fast and learn to cooperate if he hopes to make a new home for his family. And just maybe, along the way, he'll find out why they're living a life in exile. Experience the epic first installment of a LitRPG saga perfect for fans of C.M Carney, Blaise Corvin, and Charles Dean. Also available on Audible, narrated by Peter Berkrot (Alpha World, Earth Force). **An Outcast in Another World A Fantasy LitRPG Adventure (Book 1 - Human Insanity)** Rob was an ordinary college sophomore when a pitch-back portal opened up on campus and tried to kidnap his best friend. An act of heroism resulted in him being taken instead, and he was rewarded for his efforts by being transported to another world with nothing but a sword and the clothes on his back. On the first day, he almost died. On the second day, he almost died. On the third, he began to notice a worrying trend. And almost died Whether he encounters wolves, cliffs, dungeons, monsters, or diseases, every day is a struggle to survive. The one advantage he has is his newfound ability to gain Levels and Stats, making himself stronger in order to survive the hostile lands that he was unceremoniously dumped into. He'll have to gain knowledge of the innerworkings of the world and its magic - progressing both his strength and his knowledge - in order to stay alive long enough to get revenge on whoever kidnapped him away from everything he knew and loved. Overcoming the wilds is just the first step in his journey; the locals aren't fond of humans, and discovering the dark past behind this new world's history of war and strife changes everything. As far as isekai adventures go, Rob drew the short straw in many ways, but it'll take more than danger at every corner to keep him down. He'll carve out a place in this world with his bare hands if necessary. He'll survive, and then he'll thrive. Whether anyone wants him to or not. -- An Outcast On Another World puts a great focus on story and characterization, making it perfect for fans of traditional fantasy stories, while still including plenty of skills, stats, classes, and progression for LitRPG-lovers to enjoy. The LitRPG elements are incorporated into the main story to construct a cohesive world that's easy to immerse yourself in. Rob's progression is weak to strong, and victories aren't handed to him on a silver platter. No matter how powerful he gets, mid-combat ingenuity is essential to achieving victory. An Outcast In Another World has dark elements to its narrative, but I've included appropriate humor as a balance, and many readers have told me that some parts made them burst out laughing while other parts

tugged at their heartstrings. I truly believe that I've constructed a memorable fantasy RPG story that all types can love, and that you'll enjoy reading it as much as I enjoyed writing it. **Shadow Sun Survival Shadow Sun Book One** *Dave Willmarth* How well would you fare if the apocalypse fell upon you? Could you survive more than a few days? Would you be able to feed yourself? Find clean water? Safe shelter? Heal your wounds? Allistor is a gamer geek who has spent most of his life indoors, playing virtual reality MMORPGS and reading classic LitRPG books. But when Earth is seized by an ancient race wielding incredibly advanced tech, who transport the entire planet to a new location with twin suns, he finds himself fighting to survive in real life. The human race is declared a contaminant, and the new overlords decree that 90% of us will be exterminated. Creatures out of myth and legend are sent to do the killing. Dragons, titans, alien creatures big and small, all with a hunger for human flesh. Humans who survive the first year will be rewarded. After seeing his family killed in the first week, Allistor leads a small group of survivors in their struggle to stay alive. Not satisfied with simple survival, he strives to make himself and his people stronger. The new 'magic' RPG system that now governs the planet is something he can work with, and teach others to exploit. Thrust into a leadership position, and with vengeance in his heart, Allistor aims to establish a stronghold, then take the fight to the monsters who seek to enslave his people. **Cost of Survival A LitRPG Apocalypse: The System Apocalypse: Book 3** *The Onlivik Spores have been defeated, the dungeon tamed but at great cost. John and his friends are reeling from the losses, but the countdown to full integration to the System continues. Threatened by System-integrated races and new, more powerful monsters, John will need to get creative if he and the city are to survive. The Cost of Survival is Book 3 of the System Apocalypse, a LitRPG / GameLit Apocalypse book that combines modern day life, science fiction and fantasy elements along with game mechanics.* **The Feedback Loop (Book One) (Sci-Fi Series)** *Createspace Independent Publishing Platform* 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. **He Who Fights with Monsters Book 2: A LitRPG Adventure** *Independently Published* The path from retail middle management to interdimensional wizard adventurer wasn't easy, but Jason Asano is settling into his new life. Now, a contest draws young elites to the city of Greenstone, competing for a grand prize. Jason must gather a band of companions if he is to stand a chance against the best the world has to offer. While the young adventurers are caught up in competition, the city leaders deal with revelations of betrayal as a vast and terrible enemy is revealed. Although Jason seems uninvolved, he has unknowingly crossed the enemy's path before. Friends and foes made along the way will lead him to cross it again as inevitable conflict looms. After cementing itself as one of the best-rated serial novels on Royal Road with an astonishing 13 million views, the He Who Fights with Monsters Series is now available on Kindle. It's perfect for fans of Pirate Aba, Dakota Krout, and Luke Chmilenko. **Fashionably Dead Book One of the Hot Damned Series** *Robyn\Peterman* When Astrid tries to stop smoking she ends up a member of the undead. She had never believed in vampyres before, but now she knows that they do exist no matter what she thought before. **Rise of the Weakest Summoner Volume I** *Independently Published* One fateful day, a caravan was passing by the

village of Teira, which had been raided and set ablaze by bandits. Within the burning rubble, a young woman found a baby, the sole survivor of the attack, and decided to take it with her and raise it as her own. As she was leaving with the little child in her hands, two falling stars lit up the night sky, and she named the boy Asterios. Years passed and the boy grew up in a caring and warm home, developing a passion for all magical beasts, choosing the path of a Summoner as his way of life. While his love and knowledge also grew boundless, his practical abilities clearly pointed out his complete lack of compatibility with that school of magic, but he never wavered in his resolution. Follow Asterios as his life of perpetual failure suddenly takes an unexpected turn, after just seconds short of his death, a powerful summon answers his call and saves his life. Wait... doesn't it look like... A GIRL?! Are those beast ears and tail?! This story includes: Mystery of the past looming in the background. Sudden strength gain with progressive development. Mild romance with a shy but strong heroine. Caring and devoted protagonist, albeit serious and decisive when confronted. Slowly growing harem. Chill and quite relaxed adventure story with a pinch of unabridged intimate situations. **Survival Quest (the Way of the Shaman Book #1)** *Createspace Independent Publishing Platform* 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. **Elemental Summoner 3 A Chakra Cultivation Harem Portal Series** *Independently Published* With Boromour now safe from the Horde, Alex needs to figure out his next step. Does he go after the Mages' Society, or grow his own fellowship? A chance meeting in the City of Proper might be the way to accomplish both of those options at once. Lisa, the wild catgirl, is proving to be quite a handful for Alex. But she ends up becoming a spearhead for what is now happening on Boromour. God has changed the rules on that planet, and to say that people are going nuts over it is an understatement. The world of Boromour is about to be transformed, and Alex has misgivings about it all. Did he save Boromour from one thing, only to have it be doomed by another? Join the group as they figure things out, sometimes blindly, to keep the planet safe. The Horde can still be unleashed... perhaps not on Boromour, but possibly elsewhere. And Alex wants to do everything he can to stop that from happening. This series contains the unabridged text (meaning adult), mayhem, monster girls, fluffy tails, and lots of magic. **The Legend of Randidly Ghosthound A LitRPG Adventure** *Independently Published* Randidly Ghosthound felt lost and alone even before the System transformed the Earth. Before every person had to deal with the sudden presence of Levels, Skills, monsters, and the very real possibility of death... Due to unusual circumstances, Randidly starts in an isolated Dungeon far beyond his Level, forced to rely on the mysterious Traveler Shal in

order to learn and survive with the dangerous new status quo for his world. But survive he does, only to leave the Dungeon and discover that while he experienced several hellish months in the Dungeon, only half a day passed on Earth. Randidly's capabilities are now more than enough to help build a small enclave of survivors, but that doesn't mean balancing his sense of responsibility against the plots of an unfriendly town will be easy. And although he doesn't know it, he needs to prepare. Because the System has sent down a Tribulation, which waits in the shadows and monitors his every move... Don't miss the start of this hit LitRPG Fantasy series with over 50 Million views on Royal Road. For the first time, The Legend of Randidly Ghosthound is now available with loads of new content on Kindle, Kindle Unlimited, and Audible narrated by Macleod Andrews. About the Series: Experience a particular flavor of the System Apocalypse genre of LitRPG/GameLit, where Skill growth and the Path System allow individuals to tailor their growth toward infinite possibilities. There are Classes, Skills, Levels, and Rarities that will feel familiar to any connoisseur of role-playing games. Follow Randidly as he balances his growing power with the worrisome ripples of his existence. The System doesn't discriminate; when he is ready for more dangerous threats, the rest of humanity better be ready, too. Those who have read the web-novel when it was available online can experience the saga the way it was always meant to be told, fully revised and re-edited, and with tons of new material! **Eden's Gate: the Sands: a LitRPG Adventure** With Unity formed, Gunnar feels like he's created a family like he's never had before. All that's left is to grow in strength, continue building in Edgewood, and maybe earn a little affection from Princess Adeelee. Nothing can tear him away from his friends and newly founded guild. Or can it? Gunnar still has a lot to learn about his massive, new world. There are eyes and ears everywhere. Deception can come when you least expect it, and in Eden's Gate, sometimes you can lose control of your own fate. And Rachel? Maybe she's still out there... somewhere. **The John Blake Chronicles** **Three Square Meals** You've just found the ultimate erotic science-fiction series! It's 2779 and a retired Terran Federation Marine has taken up life as a trader. Follow John Blake's adventures as he travels the galaxy on his freighter, the "Fool's Gold". This is the first book in a massive epic full of beautiful women, rampaging aliens, gunfights, space combat, and a mysterious heritage that will shake the foundations of the galaxy...A multi-award winning adult space opera by M Tefler. **World of Beasts** In the continent of Chang'an humans had lived as livestock and slaves to the Primordial Beasts. These beasts were ferocious, bloodthirsty and overwhelmingly powerful, but even so, the humans managed to prevail in the face of despair. As the human race grew stronger the Primordial Beasts fought back with relentless fierceness, rousing beast hordes to engage in frenzied battles over the land. Every single child on the continent was taught martial arts for the sake of fighting these Primordial Beasts, yet many of them were sent straight to their death. In this world filled with constant battle, a young boy was born. This young boy was hoping to become the most outstanding cultivator, but who would have thought that his talent was so poor that he could not even cultivate? As the boy was filled with despair over his unfortunate situation, a life changing event occurred which would forever leave a scar in his mind, pushing him to transcend his limits and grow to become a legend.