

Viridian Gate Online: Cataclysm: A LitRPG Adventure (The Viridian Gate Archives Book 1)

The decision to start a new life is never an easy one, but for Joe the transition was far from figurative. Becoming a permanent addition to a game world, it doesn't take long to learn that people with his abilities are actively hunted. In fact, if the wrong people gained knowledge of what he was capable of, assassins would appear in droves. In his pursuit of power, Joe fights alongside his team, completes quests, and delves into the mysteries of his class, which he quickly discovers can only be practiced in secret. Ultimately, his goal is to complete every mission, master every ability, and learn all of the world's secrets. All he has to do is survive long enough to make that happen.

October, 2042 An extinction-level asteroid, 213 Astraea, is cannonballing toward Earth. Collision, imminent. An international team of scientists is working around the clock to avert the cataclysm-few are optimistic. World governments are preparing for impact with deep earth bio-dome bunkers, but only a select few lottery winners will be saved. Jack Mitchel, a thirty-two-year-old EMT living in a tiny studio apartment on the West Coast, isn't one of those winners. Still, there might be a way for him to survive Astraea: a slim chance, requiring a radical leap of faith. Through a connection at Osmark Technologies, Jack's acquired a NexGenVR capsule and with it, a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Taking that leap of faith, though, means permanently trapping his mind in the game, killing his body in the process. Worse, one in six die during the transition, and even if Jack beats the odds, he'll have to navigate a fantastical world that's filled with near-limitless opportunities, but also home to vicious monsters, domineering AIs, and cutthroat players. And when Jack stumbles upon a secret conspiracy to sell off virtual real estate to the ultrawealthy-transforming V.G.O. into a new feudal dark age-the deadly creatures inhabiting Viridian Gate's expansive dungeons will be the least of his concerns. If Jack can't game the system, he's going to be trading in a quick death for a long, brutal one ...

Build. Evolve. Conquer. Welcome to the dawn of a whole new kind of monster... Roark von Graf built a nation on the bodies of grieved players and disgruntled mobs who wanted him dead. He grinded his way up to the level cap of the Troll Evolutionary Path and made powerful underhanded alliances along the way, but even all of that isn't enough to defeat the Tyrant King's right-hand mage, Lowen, and the Divine armies of the most powerful dungeon in the game. When Lowen and the Vault of the Radiant

Shield go on the attack, Roark's only hope of survival lies in the stolen World Stone Pendant and its mysterious transmutation magic. To stand a chance against the overpowered mage, he'll have to unlock the game-changing cheat that is Mega-Evolutions. But while Roark and his Troll Nation are entrenched in an all-out battle for survival, the Tyrant King is preparing to unleash his hidden weapon-one that will hit Roark where he's most vulnerable... 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!

If you had to choose between your life and your dreams, would you ever wake up? Alan Campbell thought he'd gotten his dream job working on a revolutionary VRMMORPG with Osmark Technologies, until the project was canceled. He has one weekend to dive into an untested world full of intrigue, violence, and corruption to prove that Viridian Gate Online works, but the AIs running the game have their own plans for his soul. Set a year before the events of "Viridian Gate Online: Cataclysm," The Illusionist: Nomad Soul takes you back to when VGO was just a game, or so it seemed. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, and War God's Mantle- 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!

Unchivalrous knights, mischievous gods, and horny unicorns on a not-so-holy quest. Camelot will never be the same... In the fantastical realm of heroes gone awry, there's always a lesson to learn and a village to pillage. Whether it's a scum-guzzling faery detective, a mead-swilling skald, or a sex-fiend rusalka, life in The Avalon Cycle is hilariously twisted. And now these less-than-honorable champions will take you on a raunchy ride of debauchery, disgrace, and befuddlement. With filthy tales harboring serious insights into human nature, this utterly warped cluster of stories will make you laugh out loud and ponder the mysteries of the universe. Dare to join a ridiculous group of characters as they concoct new legends and murder old myths. Or don't... but do you really want to miss this magically ludicrous mayhem? Emerald Helm is the first hysterical instalment in the Tales of Courtly Valor fantasy short stories collection. If you like quirky Arthurian retellings, bawdy comedy, and existential philosophy, then you'll love Andrew Marc Rowe's wildly distorted fables. Buy Emerald Helm to dive into an outlandish world today!

**Absolution: A LitRPG Adventure
The Panguardia Online Saga
He Who Fights with Monsters 3**

Viridian Gate Online: Imperial Legion

Viridian Gate Online: Side Quests: A LitRPG Anthology

Wendigo Rising

Legions of murderous undead, Haitian voodoo, and a five-thousand-year-old serpent god. Yeah, 'cause that's exactly what Yancy Lazarus needs in his life: more complications. As if being the Hand of Fate and the newly appointed guardian over one of the Horsemen of the Apocalypse wasn't headache enough. Turns out one of the Horsemen of the Apocalypse-the pale Rider, Death-is slumming around in one of Yancy's old haunts. In order to corner this new threat, though, Yancy's gonna have to face some deadly supernatural nightmares from his distant past. And, to make matters worse, he's not the only one trailing the Pale Rider. A powerful new mage with some serious magical chops is also aiming to find the Fourth Seal and he'll do whatever it takes to win. Even if it means hurting those closest to Yancy... like FBI Agent Nicole Ferraro. From James A. Hunter, bestselling author of Rogue Dungeon, Bibliomancer, and the LitRPG epic Viridian Gate Online, comes a shoot-'em-up urban fantasy thrill ride you won't want to put down!

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

The gods walk again ... When Marine Corps pilot Jacob Merely crashes during a routine mission off the coast of Cyprus, he was sure it was game over. After surviving the crash and pulling himself onto the sandy shores of a long-abandoned island, however, Jacob unwittingly stumbles headfirst into the ancient ruins of a dead city. Unfortunately, he also stumbles into an age-old battle between good and evil-and he is now its newest recruit. The island once belonged to the Amazons, daughters of Ares, the God of War, and stood as the final bastion between the human world and the monstrosities of the Great Below. But Jacob's arrival has awakened the old gods and disturbed the seal holding the ravaging darkness at bay. Now, with the help of a sacred gem containing Ares' power, Jacob must recreate the Amazonian defenders of humanity and fortify the island stronghold. And if he fails, Hades will unleash his army of the damned and the world of men will fall, giving rise to an age of walking nightmares. "You had me at mythology. You sold me at the crafting, game mechanics, great characters, and serious action. From start to finish, War God's Mantle delivers. Do not miss this book!" - Harmon Cooper, author of Fantasy Online and The Feedback Loop series.

Edgewood is under attack, and the threat of war lingers across the Serpent Sea. In order to protect their village, the members of Unity will need to work together to level-up and find better gear. They'll need to lay the foundation of a castle that can serve as a fortification from intruders. But what if there's a better way? When Gunnar learns that the King of Highcastle will grant an audience to anyone who wins an Arena championship, he decides to enter the competition as a gladiator. If he can earn a meeting with the ailing King and persuade him to stop Dryden Bloodletter, he can save Edgewood and potentially countless lives. He'll also get his name posted in every Arena which could lead Rachel one step closer to finding him. The Arena is a spectacle where people gather to watch fighters put their skills to the test, earn fame, and take home gold. Does Gunnar have what it takes to become a champion or has he bitten off more than he can chew?

The end of the world sucks. The end of the world alone is worse. So when Dr. Lisette Chen discovers her staff have uploaded their consciousnesses into the massive MMO, Viridian Gate Online, she reluctantly takes a chance and logs in. Her goal? Discover why her colleagues abandoned her when she needed them the most. In a blink, she finds herself in a fantastical world where her healing skills--both as a doctor and a Priestess of Gaia--are sorely needed. A group of dark priests is spreading a digital plague that threatens NPCs and Travelers alike, and somehow it is all connected to her old coworkers. Lisette is the only one who can unravel the mystery before time runs out on humanity's new safe haven. Lisette's already lost one world, and she sure as hell isn't going to lose another. From James A. Hunter--author of Viridian Gate Online, Rogue Dungeon, and Bibliomancer--and debut author E.C. Godhand, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

Eden's Gate: the Arena: a LitRPG Adventure

An Apocalyptic LitRPG Adventure

Viridian Gate Online: Resurrection

Watchers Test

Black Dawn

Path of the Incubus

If the destruction of Earth and extinction of humanity were imminent, how far would you go to survive? Would you kill your body to save your mind? Jack Mitchel is willing to risk everything to survive the apocalypse--including his essential humanity. An EMT in 2042 San Diego, Jack knows he won't survive the impact of the massive asteroid hurtling towards Earth. After all, he's not one of the handful of lucky lottery winners scheduled for rescue. But he did luck into a NexGenVR capsule, which means Jack can risk a one-way trip to the virtual reality world of Viridian Gate Online, a completely immersive online multiplayer fantasy role-playing game, or RPG. The transition to Viridian Gate Online (V.G.O.) is irreversible, and will kill Jack's corporeal form. And once players transition fully into the world of V.G.O., the risks aren't over--from cutthroat fellow players to greedy developers eager to replicate the wealth discrepancies of Earth in virtual reality, V.G.O. is just as dangerous as the 'real world' was. If Jack can't game the system, he's going to be trading in a quick death for a long, brutal one... LitRPG books combine tropes and themes from role-

playing games with sci-fi and fantasy elements to tell a unique story that's exciting and super-relevant to today's world. Jack's adventures in a cutthroat virtual reality fantasy world will grip fans of Ready Player One and The Stormlight Archive alike. With over 200,000 copies sold, this is one series you don't want to miss!

Anagram Solver is the essential guide to cracking all types of quiz and crossword featuring anagrams. Containing over 200,000 words and phrases, Anagram Solver includes plural noun forms, palindromes, idioms, first names and all parts of speech.

Anagrams are grouped by the number of letters they contain with the letters set out in alphabetical order so that once the letters of an anagram are arranged alphabetically, finding the solution is as easy as locating the word in a dictionary.

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 funguloid, 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.

A rural town riddled with corruption. A cannibalistic Sasquatch. An apocalyptic bombshell... Bigfoot is real. Yancy Lazarus knows because there happens to be a nine-foot-tall, walking myth standing in the road, flagging him down. Yancy just can't escape his reputation as a supernatural fix-it man even when cruising through the forgotten backwoods of Montana. Turns out Bigfoot has a serious problem on his hands: one of his own has gone rogue, developing a taste for the flesh of humans and Sasquatch alike. A greater Wendigo has risen for the first time in thousands of years, and if Yancy can't stop the creature, it will mean a slaughter for the residents of a rural Montana town. "Names to watch in urban fantasy? James Hunter and Yancy Lazarus. Wendigo Rising is another great installment in a thrill-ride of a series." -Craig Schaefer, author of the Daniel Faust series.

Three days ago, Jack Mitchel saved his life. By dying. He dodged a world-ending bullet-in the form of an extinction-level asteroid cannonballing toward Earth-by successfully uploading his mind into the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Unfortunately, he's also stumbled headlong into a secret conspiracy that will transform V.G.O. into a new feudal dark age. Jack expected to live out his new fantasy life in peace, but now he and his misfit crew of rebels are the only ones preventing a tyrant emperor and his regime from taking power. Thankfully, everything isn't quite as hopeless as it seems-Jack has a plan. Sort of. With only a handful of supporters, he's going to get the jump on the bloodthirsty empire by snatching one of their key cities right from underneath their noses. In order to pull off the impossible, however, Jack's going to have to develop his

formidable Shadowmancer powers, raid some ridiculous dungeons, and make some shady allies-allies who may be more dangerous than the empire itself. From James A. Hunter, bestselling author of Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series!

Insurrection

Tales Of Courtly Valour I

Viridian Gate Online: Nomad Soul: A LitRPG Adventure

Red Reckoning

Troll Nation

Nemesis

◆◆◆Dungeon of the Old Gods◆◆◆ ◆A Dark Dungeon Realm LitRPG◆ Dungeon. Quest. Adventure. A journey into madness. Descend into the dungeon. When John Younger answered the Regent's call to find a missing prince, he thought it would be an easy way to make some quick coin. He was wrong. Thrust into a life-or-death battle with creatures only heard about in stories long since forgotten, John finds himself in a the enemy of elder ones and old gods. As he descends into the heart of darkness, John must use all of his brains and brawn to survive each floor of the dungeon. He is not alone. He'll need to save the others and gain the favor of those who dwell within. Will John make it to the final floor and escape? Or will he succumb to those who dwell below? Buy a copy and journey today into the world of Pandemonium today! For Fans of - Dungeons and Dragons, Dungeon Diving, Dark Fantasy, and Classic Blizzard. Part of the "Tales of the Dark Lords" series of stand alone novels set within the universe of Pandemonium

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. BURNING WATERS Designated Supreme Commander of the Allied Forces, Matt Reddy must now contend with a new threat; the Dominion—humans whose lust for power matches the

Grik. But even though the Grand Alliance recognizes the danger of the Dominion, it must deal with the land-based Grik first, leaving the Imperial navy—and USS Walker—with little assistance. As war rages, more Japanese ships come through the time-space maelstrom that the Americans call The Squall. One is a “Hell Ship,” carrying prisoners of an Imperial Japan that is growing ever more ruthless in the face of looming defeat. Escorting it is a new, state-of-the-art destroyer, whose officers recognize no rules of war. Fighting on two fronts, Reddy is plunged into a firestorm of loyalty, betrayal, and sacrifice. But nothing can prepare him for a devastating new Grik weapon—a weapon that could wipe out all who oppose them...

Magic, mayhem, and moonshine. Gage came home to the Ozarks to mend fences with the friends he'd left behind. But when a solar storm reconnects Earth to the Fae Nexus, the world is engulfed in magical energy, altering the laws of nature... violently. Fuel, ammunition, and electronics explode, leaving the world in a dark apocalypse. As the flames die down, demons emerge through the Fae Nexus, swarming Gage's hometown and enslaving the survivors. To fight back, Gage and his reunited friends harness Fae powers, becoming the Wizard, Ranger, and Fighter they've always played in their favorite roleplaying game. With the help of a pair of moonshiners turned Alchemists and the ghost of a long-dead gunslinger, Gage and his friends have to level up fast to free their families and defend their home against the demonic horde. He may have walked away once, but this time the only thing Gage is leaving behind are his regrets and a pile of dead demons.

For all that Jason's new life is amazing, he is about to learn that his new power, wealth, and influence comes at a price... Riding high on success, he and his team are looking to the future, preparing themselves for the challenges to come. Nothing, however, could prepare him for the lessons his enemies have to teach. When magic is involved, the stakes can be even greater than life and death. While Jason's personal enemies make plans, the greater foes plaguing his new home have been pushed to the brink. With one powerful card left to play, they are on a collision course with Jason and his team. With no one to help and more than their lives on the line, Jason and his companions must fight with more monsters than ever in the race to grow stronger. With an invincible enemy already anticipating them, they will learn that sometimes winning the battle is more important than surviving it. Book 3 in the

bestselling He Who Fights With Monsters Series, coming Fall 2021!

Emerald Helm

A LitRPG Adventure

Eden's Gate: the Reborn: a LitRPG Adventure

Grayhold: Sky Realms Online Book One

Year One

Viridian Gate Online: Crimson Alliance

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

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).

The Imperial Legion marches, and war looms on the horizon... Jack Mitchel and his misfit crew of rebels never wanted a fight with the Empire, but the time for diplomacy has passed. Ruthless tech-genius Robert Osmark is coming, and trailing behind him is a vast army determined to wipe the Crimson Alliance from the face of Eldgard. Impossibly, Jack has united the warring Murk Elf clans under his banner, but even with their aid, the Alliance is still badly outnumbered, and Osmark has some nasty tricks up his sleeves. And while the long-awaited battle unfolds, an ancient evil stirs in the heart of Viridian Gate Online-one that will change the game forever. From James A. Hunter, bestselling author of Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series!

The End is Coming. An extinction-level asteroid is cannonballing toward Earth. In humanity's final hours, a lucky few earn a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Making that leap of faith might mean survival, but it comes with a steep price tag: "Travelers" will forever be stranded as digital avatars inside a fantastical world filled with vicious monsters, all-

powerful AIs, and cutthroat players. Let the games begin ... Six amazing authors. Six incredible new tales. All set in the best-selling Viridian Gate Online Universe. Side Quests is an anthology for fans, by the fans! Included in Side Quests: "A Gentleman's Work" by James A. Hunter When an Imperial Inquisitor captures a Thieves Guild Operative, Cutter must undertake a deadly rescue mission while using every grift in the book to stay one step ahead of a Headsman's Blade. And the prize for this extraordinary quest? Nothing short of the keys to the Rowanheath Thieves Guild. Deception, subterfuge, and heavy drinking-all in a day's work for a Gentleman ... "The Funeral Parlor" by Raymond Johnson A young spiderling is stranded in an alien land, surrounded by hostile creatures. Forced to fight for her life in a bid to find her way home, she must transform into the predator she is destined to become or die alone and forgotten, trapped in a dark world known as the Shadowverse. "The Raiding of Rowanheath" by J.D. Astra The Crimson Alliance has breached the walls of Rowanheath, inciting Aleixo Carrera's rage. Now Abby and her rag-tag invasion crew must reach the keep's Command Center before the defending troops mobilize and shut down the takeover, else they'll lose the battle and the war for Eldgard's freedom. "The Ballad of Jaro Edgewalker" by N.H. Paxton Jaro is an assassin, and he's good at it. But when he finds a foe that is insurmountable by normal means and uncovers a plot to destroy everything he loves, Jaro has to balance his morality with his love for his friends and make an incredibly difficult decision. "Buried Alive" by Nicholas Reid Carlos Vega thinks he's escaping certain death by entering the virtual world of V.G.O., but instead he's swallowed alive by the deadly Barren Sands. He'll have to overcome the riddles and horrors of a long-forgotten temple in order to escape, but can he do it before the evil sealed there centuries ago finds him? "A Final Kindness" by D.J. Bodden Alan Campbell was a talker, not a fighter, until someone murdered his girl. He'd almost given up on finding the killers; now he's got a fresh lead, a trio of mercenaries who outclass him in every way but his wits. He'll cheat, bluff, and steal to get his revenge, and as one of V.G.O.'s immortal travelers, he's willing to die trying. Want to keep up with the Viridian Gate Online Universe? Visit Shadow Alley Press and subscribe to our mailing list!

A Russian weapon engineer's work is never done. Not while the Imperial Legion marches. After dying, losing his soulmate twice, building elemental cannons, and knocking down more than metaphorical walls for the Crimson Alliance, Vlad is looking for a place to call his own: a crafting guild that will be able to produce the most overpowered loot the world of V.G.O. has ever seen. Gathering his personal guard, Vlad sets off across the monster-infested Storme Marshes to find the perfect power source, hidden away in the guts of a mysterious sunken ruin. Unfortunately, the mob from old Earth hasn't forgotten him, and Vlad isn't the only one with a thirst for forbidden inventions. He has less than a week to overcome enemies new and old, or his dream of a guild hall for all crafters will be lost forever. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and author N.H. Paxton, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

Dream Casters: Milieu

Mudman

Firestorm

Two-Faced

Dungeon Born

The third and final novel in the Dream Caster series by USA TODAY BESTSELLING AUTHOR Adrienne Woods. Chastity

Blake, or just Chas as her friends call her, is in the Nether with Ash, the remaining shadow hounds, and her grandfather Cradone. The Death of her mother, Veronique, a Shadow Caster, weigh heavily on Chas, and her relationship with Leigh is a dangling situation. She doesn't remember much of the night her mother died, but she knew there is a betrayal, she doesn't know who is behind it, and she might or might not have the entity of Magdalena hidden deep inside her. The third and final Dream Casters is filled with secrets, a twist no one sees coming, and secrets that will be revealed.

The end of the world is not such a bad thing for Russian weapons engineer Vlad Nardoir. Really his world ended six months ago when his wife died, and ever since then, things have been downhill. Soul-crushing medical debt. Favors to the Russian government. Now, asteroid. For Vlad, this is life in a nutshell. But, in a wild twist of fate, he has found a way out. A chance to start over in a brand-new ultra-immersive MMORPG called Viridian Gate Online. Making the leap might kill him, but again, death is not a bad thing for a man with nothing to live for. Even in the virtual world, however, old grudges burn true, and the past is not gone as it seems. He must use his quick wits, rugged persistence, and peculiar set of skills as a weapons engineer to survive for himself in this new world, or be forcibly dragged back into the very life he fought so hard to escape.

Priest or not, Liset is a healer, and she's here to save their ass, not kiss it. After rescuing a holy relic from Darklings, Liset learns no good deed goes unpunished. The Temple of Areste has given her a day and a half to make a choice: turn the relic in and be excommunicated for turning in the quest item or excommunicated for stealing it. Either way, she risks losing her hard-earned class as a Priestess of Gaia, and with it, her ability to heal the people of Viridian Gate Online. But the world has other problems, her temple is the least of her worries. Between the return of the Darklings, an ancient Hvitalfarian evil, and a brewing war in Rowanheath, there's plenty of need for a healer. As a former physician, she has more tools at her disposal to heal people than magic. Even if she must go to war with her own temple, she won't let her faith be ripped away without a fight. Not when so many people depend on her.

With a deadly asteroid about to implode into earth, Ruth has a chance to live forever in an online world. Ruth Everett is a five-year-old high-school teacher living in a tiny apartment in Houston, Texas. On August 14, 2027, news leaked that a massive asteroid large enough to destroy all forms of life on Earth, was hurtling towards the planet. There would be few survivors-- if any. Ruth finds herself trapped in a brand-new epic fantasy based VRMMORPG, Panguardia Online, fighting the same evils she fought on Earth-- Corrupt government leaders, vicious drug cartel members, the elite with more money than brains, along with cutthroat players, vile mobs, vicious dungeons, and unreal artificial intelligence. Ruth quickly uncovers a conspiracy that links the CEO of Pangen technologies to shady, underhanded business-- if she doesn't stop him, who will?

Ancient Demons. A Terrible Curse. Only one woman can save the day ... though she's not really a woman at all. Winona Treesinger is a Bigfoot--and no, she doesn't just have large feet. She's literally an eight-foot tall walking myth, and the

princess of the People of the Forest. All she and her people want is to dwell in the deep places of the forest, well away from mankind and the destruction they bring to the land and the world. But when Winona hears about a string of grisly murders in the nearby city of Missoula, she knows in her gut it's the work of an ancient evil, driven away from their lands long ago. In spite of the wishes of her Father, Chief Chankoowashtay, Winona must leave the forest and venture into the world of men, disguised as a frail human, in order to set the balance straight and stop the killings. And with the help of a handsome, slick-talking man named Chris Fuller, she might be able to do it. But if Chris finds out what she really is, stopping the creature might be her worst worry. From James Hunter (author of the Yancy Lazarus series and the litRPG epic Viridian Gate Online) and Edward Lee (author of the Redneck Apocalypse series) comes a gritty, action-packed urban fantasy adventure with a kick-ass heroine, a street cop, and a twist that you won't see coming!

A LitRPG Saga

An Urban Fantasy Adventure

Rogue Evolution

The Artificer

Virtual Prophet

A Viridian Gate Online Novel

October, 2042 In two weeks, the world will die, murdered by a nine-mile-wide, extinction-level asteroid. And Robert Osmark-billionaire and savvy tech-genius-couldn't be readier for the fiery apocalypse. Unlike the shortsighted masses, he's been diligently preparing for this day from the moment the asteroid first appeared. Through his relentless efforts, digital salvation now awaits anyone bold enough to take the leap and permanently transition into the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. And Robert Osmark will lead this new world he has created. But even with every advantage skewed in his favor, Osmark faces powerful opposition. A rogue faction of global elites led by US Senator Sizemore isn't content to merely survive the apocalypse. They have their sights set much higher, and are recruiting dangerous allies, undercutting Robert's efforts at every turn, and hiring VGO's most deadly assassins to get what they want. To win, Osmark will need to viciously crush all opposition before his plans turn to ash.

Can a single promise change the world? Even with the Crimson Alliance formed, Rowanheath taken, and Carrera dispatched, the onslaught never ends for Abby Hollander. Keeping the Spider Queen in check and handling water provisions was never what Abby wanted to do with her life, but it's what the war demands of her. To add to that never-ending list of demands, suddenly Naitee Mungal has need of Abby as well, and unfortunately, Abby already promised

she would answer if Naitee called. Now Abby will have to go where no Traveler has ever been allowed before, face a series of grueling trials, and battle the gods themselves, risking everything to return balance and save her sorceric brethren. If she fails, the realm of Gaia could once again be overrun by the power of the elements. If she succeeds, she'll become the greatest Firebrand in all of Eldgard. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series-and bestselling author J.D. Astra, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

The author of the Yancy Lazarus series introduces a golem forged from the ashes of WWII in “a dark tale of vengeance and redemption” (Domino Finn, author of the Black Magic Outlaw series). Levi Adams is a soft-spoken, middle-aged Mennonite man—at least he tries to be when he’s not murdering people. Levi’s a golem, a Mudman, crafted from the muck, mire, and corpses of a World War II concentration camp and saddled with a divine commission to dole out judgment on those who shed innocent blood. But now, after seventy years as a cold-blooded murder machine, he’s turned to AA meetings and church services to help change his grisly nature. Until he runs across a wounded girl, Sally Ryder, during one of his “hunting expeditions.” Someone is attempting to revive a pre-Babylonian murder god, and the road to rebirth is paved with dead bodies. Lots and lots of them. Now, Levi must protect Sally—the key to an unspeakable resurrection—and defeat a Nazi mage from his murky past, one who holds a terrible secret about the Mudman’s unorthodox birth. It’s a secret Levi would pay anything to uncover: maybe even Sally’s life. If Levi isn’t careful, he may end up turning into the monster he always imagined himself to be. “A timeless tale of striving against evil . . . Highly recommended if you like paranormal thrillers, psychological thrillers and books such as Jeff Lindsey’s Dexter Morgan series, Thomas Harris’ Hannibal Lecter books, the TV show Supernatural.” —Port Jericho “A mash of styles and creative ideas, blending religious mythology from Jewish and Christian beliefs alongside Nazi atrocities and supernatural ghouls.” —TheBookBeard’s Blog

There's never enough time to really enjoy life, not when you're Russian Weapons Engineer Vlad Nardoir. Vlad has done a number of impressive things in his short time in Eldgard. He's helped capture an Imperial fortress, defeated a corrupted demigod, and created a Crafter's guild where all are welcome. But Vlad's greatest challenge is yet to come. With a timer counting down until the Vault of Souls changes locations, leaving him completely without a lead for its resting place, Vlad will need to battle against time, a powerful hidden evil, and his own internal darkness to destroy the vault in time. Can Vlad overcome the mighty challenges awaiting him, or will he run out of time, and be lost in his quest? From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and author N. H. Paxton comes an epic new entry into the Expanded Universe of Viridian Gate Online

that you won't want to pause!

Viridian Gate Online - Cataclysm

Schism: A LitRPG Adventure

A Dark Dungeon Realm LitRPG

Path of the Blood Phoenix

Dungeon of the Old Gods

Viridian Gate Online: Vindication

Ritualist

Second novel in the Dark Eldar Path series The eternal city of Commorragh has been cast into turmoil by the Dysjunction, a cataclysmic disturbance in the very fabric of its existence. As the streets are inundated with horrors from beyond the veil the supreme overlord, Asdrubael Vect, battles to keep his enemies in check and maintain his stranglehold over the riven city. Kabal turns upon kabal, archon against archon as the fires of hell are unleashed. Redemption for Commorragh rests in the hands of a disgraced incubus warrior wrongly accused of triggering the Dysjunction itself. His efforts to reclaim his lost honour could save the city or damn it forever – assuming it can survive the daemoniac invasion and the archons' deadly battles for supremacy.

Look who just dragged himself out of Hell... Yancy Lazarus-mage, bluesman, and Hand of Fate-is back from Hell, and the world of the living ain't what it used to be. The Guild of the Staff is broken, his friends are being hunted down, and the pact between the supernatural nations is on the brink of collapse. Someone needs to shoot some sense into people, and if there's one thing Yancy knows about a job well done, it's that you have to do it yourself. But the ringmaster at the center of this evil clown circus is the Morrigan, the Irish War Walker of Old, and she's cooked up a nasty new ritual that could be the end of humanity. This isn't like the last time she faced Yancy, however. Fueled by both cleansing magic and demonic fire, Yancy and his crew of supernatural misfits are packing more heat than she can handle. A reckoning of epic proportions is coming. From James A. Hunter, bestselling author of Rogue Dungeon, Bibliomancer (Completionist Chronicles Expanded Universe), and the LitRPG epic Viridian Gate Online, comes the sixth

installment in a shoot-'em-up urban fantasy thrill ride you won't want to put down! Trapped in the game. Forced back to level 1. What's next, permadeath? Sky Realms Online is the largest and most popular Virtual Reality MMORPG ever made. Set amongst the mystical, floating islands of Hankarth, it's played and enjoyed by millions every hour. Until something goes wrong. Unable to log out, players find themselves reduced to level one, and in the starting zones. They receive a cryptic message from the developers stating that for unknown reasons, they are trapped in the game and may have to live out their lives within the virtual world. Hall is one of the those trapped in the game. He's been playing Sky Realms Online as a spear-wielding Skirmisher ever since the beta. And instead of panicking as many do, he decides to make the most of it; to play the game and live his new life, all while quietly hoping the developers will find a fix. It doesn't take Hall long to find out that, while some aspects of the game are the same, the difficulty level is beyond anything he's ever experienced. Together, with a new party of trapped players and NPCs with canned answers, Hall will find out just how different Sky Realms Online has become, and how playing a game is different from living the game... Experience the start of this unforgettable Fantasy LitRPG Adventure today! It's perfect for fans of J.A. Hunter, Dakota Krout and Edward Brody.

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 Hearthworld, 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!

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

Viridian Gate Online: Cataclysm

Savage Prophet

Destroyermen

Everybody Loves Large Chests

Regicide

Shadowcroft Academy For Dungeons

Inside the Game, players struggle to survive in a world where technology no longer functions. On Tygon, fans are unable to view what is occurring. Trew and Danielle rush to save both realities, but they are unable to know what the other is doing. The fate of reality depends on a Game, and time is about to run out...

Anagram Solver

Viridian Gate Online

War God's Mantle: Ascension

Viridian Gate Online - Cataclysm

Morningwood