

Unbound Deathlord: Obliteration (Unbound Deathlord Series Book 2)

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.

Fighting in the shadows. Enemy at their backs. Will Alva's Secret be revealed? As Erik and Rugrat return to Alva they find that things have only heated up in their time away. The Adventurer's Guild moves in the shadows with Alva's support. With all of their preparations are they ready to take on a powerful sect from the sixth realm?

The Green Mysteries is the product of twenty-five years of experiential research on the spiritual and occult properties of plants. Presenting a vast array of trees and herbs from many spiritual traditions, this exhaustive compendium examines their folklore, magical uses and spiritual essences. While presenting the material through both magical and mythopoetic narrative, the stance of the book is also grounded firmly in supportive disciplines such as botany, chemistry, and anthropology and also includes up to date phylogenetic and pharmacological findings. Interspersed with the encyclopedic plant entries are short narratives addressing such concepts as the Witches' Flying Ointment, intoxicating incense, the herbal dimension of Alchemy, and the 'Green Saints' such as Al-Khidir, the medieval Wildman, and the forest-dwelling Nymphs who nourished the Greek gods. More than a mere collation of previously existing works on plants, much of the material is drawn directly from the author's private field notes, diaries, and manuals of magical operation, presented in an engaging narrative style. Illustrated with with over 270 original illustrations by Benjamin Vierling, commissioned for the project.

For twelve years, the virtual world of Yggdrasil has served as the playground and battlefield for the skeletal lord Momonga and his guild of fellow monsters, Ainz Ooal Gown. But the guild's glory days are over, and the game is shutting down permanently. When Momonga logs in one last time just to be there when the servers go dark, something happens--and suddenly, fantasy is reality. A rogues' gallery of fanatically devoted NPCs is ready to obey his every order, but the world Momonga now inhabits is not the one he remembers. The game may be over, but the epic tale of Ainz Ooal Gown is only beginning...

Overlord, Vol. 1 (light novel)

He Who Fights with Monsters

Overlord, Vol. 3 (light novel)

A LitRPG Adventure

Love So Hot

Viridian Gate Online

The world is not what you think. Beneath skyscrapers' leering gargoyles, factories belching smoke and streets packed with the human throng lurk things we are not meant to see. Creatures dwell in the shadows and hidden places. They watch you, stalk you and prey upon your body and soul. The life you lead is a lie. Your darkest fears aren't make-believe. They're real. And now that you have glimpsed this world of darkness, there's no place to hide. The Storytelling System Rulebook is a stand-alone game for the World of Darkness, and is meant for use with Vampire: The Requiem, Werewolf: The Forsaken and Mage: The Awakening.

Hunt the mesmer. Free the captives. Be the hero you never wanted to be. It's been ten days since Jade finally got out. Out of the bed she spent her life trapped in, out of the hospital, and now out of the city, the walls, and way outside of her comfort zone. The wilderness is a terrifying place, especially when you're hunting mesmer...and everything else is hunting you. Unfortunately, getting out of the forest won't get her out of the woods. She'll need to navigate court politics and foreign policy if she wants to come out in one piece. Paving a way through state affairs will prove at least as difficult as trying to find her way through Basaigh Woods. Andara's newest traveler has a lot on her plate; it's a good thing she's hungry for adventure!

In a dying kingdom chained by superstitions, Arianna lives a life isolated from her people. Her power as an Umbral Mage has seen her vilified, while her twin brother, Darius, is seen as the kingdom's greatest hope. With few allies and fewer friends, Arianna has resigned herself to a short life of protecting the airborne island nation against threats from both within and without. When the stranded nation suddenly regains contact with the outside world, Arianna is forced to reevaluate the nightmarish memories she's experienced since childhood. However, a familiar face threatens to shatter her attempts at self-delusion. Nalithor, a former prince, now serves as the God of Balance and ventures to X'shmir to determine how an entire nation was hidden from the deities. Catching a glimpse of Arianna, he gives chase, haunted by her power's similarity to that of a long lost friend. Determined to know more, Nalithor arranges for the prince and princess to attend the Dauthmiran Academy of Martial Science—but Arianna won't be easy prey.

The dawn of humanism in the Renaissance presented privileged women with great opportunities for personal and intellectual growth. Sexual and social roles still determined the extent to which a woman could pursue education and intellectual accomplishment, but it was possible through the composition of poetry or prose to temporarily offset hierarchies of gender, to become equal to men in the act of creation. Edited by Katharina M. Wilson, this anthology introduces the works of twenty-five women writers of the Renaissance and Reformation, among them Marie Dentière, a Swiss evangelical reformer whose writings were so successful they were banned during her lifetime; Gaspara Stampa, a cultivated courtesan of Venetian aristocratic circles who wrote lyric poetry that has earned her comparisons to Michelangelo and Tasso; Hélisenne de Crenne, a French aristocrat who embodied the true spirit of the Renaissance feminist, writing both as novelist and as champion of her sex; Helene Kottanner, Austrian chambermaid to Queen Elizabeth of Hungary whose memoirs recall her daring theft of the Holy Crown of Saint Stephen for her esteemed mistress; and Lady Mary Sidney Wroth, the first Englishwoman known to write a full-length work of fiction and compose a significant body of secular poetry. Offering a seldom seen counterpoint to literature written by men, Women Writers of the Renaissance and Reformation presents prose and poetry that have never before appeared in English, as well as writings that have rarely

been available to the nonspecialist. The women whose writings are included here are united by a keen awareness of the social limitations placed upon their creative potential, of the strained relationship between their gender and their work. This concern invests their writings with a distinctive voice--one that carries the echoes of a male aesthetic while boldly declaring battle against it.

The Bloody Valkyrie

Fatseal

Book One: Io Online

World-Tree Online

Iron Prince

Brightblade

Un ricchissimo manuale "DIY" (do it yourself) fresco ed elegante, per imparare a conoscere i fiori e le loro infinite potenzialità. Istruzioni guidate, consigli e ispirazioni per creare splendide composizioni di foglie, bacche e boccioli. Fatti il mazzo! È un manuale d'ispirazione e di suggerimenti pratici, ma soprattutto un invito a sviluppare un'attenzione e una particolare sensibilità nei confronti dell'espressione più alta della botanica: i fiori. Tavole dettagliate, fotografie scattate ad hoc e istruzioni guidate passo a passo insegneranno al lettore a riconoscere le infiorescenze, la loro stagionalità, le loro caratteristiche estetiche e biologiche, e infine a comporre e valorizzarle al meglio, per dare vita a mazzi legati e scenografici bouquet. Attraverso queste nozioni, petalo dopo petalo, si schiuderanno nuovi e più ampi orizzonti riguardo all'ambiente e all'arte: i principi per comporre qualcosa di bello sono, in fondo, universali, gli stessi in pittura come in musica o in floricoltura.

He wants me to be his queen... Warned as a girl to keep her kisses to herself, Greer Galloway wants nothing to do with kisses--or love. Twice she's ignored the childhood warning and kissed a man, and both times ended in gutting, miserable heartbreak. Now she's sworn off all romance forever, determined to teach her classes and do her research, and live out the rest of her days alone. I want to be his everything. But Ash Colchester hasn't sworn off Greer--not at all. Still in love with the girl he once kissed in a circle of broken glass, this soldier-turned-President has never forgotten the taste of her kiss or the sound of her whispered, yes, please against his mouth. He's never forgotten the promises he wanted to make her and couldn't because she was too young for him then, and far too innocent for the things he needs. But he can't wait any longer . . . But can a fairy tale have a happily ever after for three people? Desperate to have her, Ash sends his best friend Embry to bring Greer to him, not knowing they have their own secrets, their own tragedies together. Their own cravings . . . Soon, Greer finds herself caught between past and present, pleasure and pain--and the two men who long for each other as much as they long for her. And as war and betrayal press ever closer, they tumble headlong into a passionate love affair that will change the world. My name is Greer Galloway and I serve at the pleasure of the President of the United States. From the USA Today bestselling author of Priest and Misadventures of a Curvy Girl comes a contemporary reimagining of the legend of King Arthur, Guinevere, and Lancelot--elegant, carnal, and unforgettable. Dark forces have extended Edward Wright an offer of incredible power at a terrible cost.....and Edward has chosen to make them regret it. When Edward is swept into the world of Ivalis as a Dungeon Lord, the Dark's most powerful servant, he has no servitude in mind. He'll oppose the evil plans of the Dark god Murmur, whatever it takes. Through only his wits and his guts to help him survive a weakened arrival, Edward must rise to power if he is to earn the right to live another day. But in the battle between Dark and Light, what can Edward choose if both sides are cruel, uncaring monsters? Cold gods laugh in the distant world of Ivalis. Heroes chase after power and experience, while Kings send their armies to their deaths in the name of the Dark and the Light. But no one expects the rise of the Dungeon Lord... And in the world of Ivalis, maybe a single man can forge his own path.

Open wide! Dentists care for people's teeth. Give readers inside information on what it's like to be a dentist. Readers will learn what dentists do, the tools they use and how people get this exciting job.

Dungeon Lord

Overlord, Vol. 1 (manga)

Glory to the Brave

World of Darkness Core Rulebook

The Green Mysteries

Twilight Templar

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.

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

Gods, demons, and heroes. Standard MMO fare—or so Cerys Collins thought. As a long-time gamer and guild leader, Cerys

has always wondered what it would be like to live in virtual reality. When her guild members convince her to try a new VRMMO, she discovers reality is far more complex than she knew. Chosen by the gods of another world, Cerys finds herself trapped between warring factions: a tyrannical human empire and an oppressed kingdom of demons. When she discovers her best friend has been dragged into this new world as well, Cerys is forced to choose between saving her friend or looking at the bigger picture. If Cerys is to be anything more than a pawn in the gods' game, she'll have to leverage everything she's learned on her home world and in past games, before it's too late. With a cocky incubus king vying for more than her loyalty, her quest won't be an easy one. The Deck of Souls series contains some dark themes, profanity, violence, and adult relationships. 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 iNarn8, 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.

An Occult Herbarium

Eden's Gate: the Reborn: a LitRPG Adventure

Occultist

The Forgotten Faithful

American Queen

Jason wakes up in a mysterious world of magic and monsters. It's not easy making the career jump from office-supplies-store heroic interdimensional adventurer. At least, Jason tries to be heroic, but it's hard to be good when all your powers are evil. He's going to need courage, he's going to need some magic powers of his own. But first, he's going to need pants. After cementing itself as one of the best-rated Royal Road with an astonishing 13 million views, He Who Fights with Monsters is now available on Kindle. It's perfect for fans of Dakota Krout, and Luke Chmilenko.

Max was a professional soldier, and extremely good at his job. Right up until it killed him. At the moment of his death, he meets Valkyrie, and is given three options. Serve Odin in Valhalla as one of the Einherjar, fighting each day and celebrating each night of battle of Ragnarok. Accept his death as final, and end his existence. Or be reincarnated as a Battleborne on a random unknown world. Max chooses to gamble! To live a new life, whatever that might entail. Favored with a blessing of the Valkyries, who gift him with a new body, a new bloodline, he is reborn on a world of magic and monsters. In fact, his own new body is half monster! Thrust into the world with a new canvas, sharp teeth, and claws, Max must use his skills as a soldier to improvise and survive. There are no respawns, and nearly everything can kill him. With his new status as one of the Battleborne, much is expected of Max. Dangerous and difficult challenges are presented to him, and the loot ranges from filthy goblin loincloths to epic weapons! Join Max as he learns to navigate his new world with the instincts of his monster bloodlines, and taking advantage of them at the same time.

Heroes don't stand for themselves. They stand for others who cannot. Betrayed by those they'd taken in and narrowly avoided, Marcus and his friends are once again thrust into a fight for their very survival, this time against Carver and his murderous adventurers. But as their newfound war quickly reaches a stalemate, both sides find themselves scrambling for a while viciously battling one another for every inch of ground that they can steal in the process. Yet just as Marcus and the others gain an advantage that could very well end the conflict, they find their world turned upside down as an even greater enemy appears on the horizon. Pushed to the brink, it will take every ounce of cunning and courage they have to find a way to survive. Assuming that things are looking up for Jax, more or less, he's met a cool girl (who's a wisp), got some new friends (who're Dwarves and Gnomes and Elves and all sorts), and started a war... (Whoops!) That last one might not be the best idea he's had yet, admittedly, but then again, he deserved it... Only thing is, they say an Englishman's home is his castle, and Jax's home is in ruins... this place isn't going to help in defending his new people unless he gets it sorted, and fast! He needs material, equipment, magic, and people, most of all he needs to get things ready, to get his ships in the air and his house in order... When you're surrounded on all sides, outclassed, outmaneuvered, and everyone's probably a bit brighter than you are, there's only one option... Attack!

First Login

Insurrection

Troll Nation

The Land

Warhammer Fantasy Roleplay Realms of Sorcery

Women Writers of the Renaissance and Reformation

In the kingdom of Re-Estize, a sinister organization known as the Eight Fingers holds sway of the criminal underworld. Ainz orders Sebas to infiltrate the capital to gather intel on this shadowy group sucking the marrow from the kingdom's bones. At the same time, a young soldier named Climb struggles to hone his skills to better serve the "Golden Princess" while the once great warrior Brian returns home a broken man... Against the backdrop of an ancient city fraying at its edges, three men will challenge the corruption of the vicious Eight Fingers!

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

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!

A haven for humanity. Factions forming and fracturing. The seeds of a new empire. Drew and his team are racing to create a system-recognized 'Habitat'. To make this happen, they must conquer more nodes, deal with an antagonistic superior officer, and possibly worst of all: their own fear. Freeing the troll's sacrificial captives was only the beginning. Now the remnants of humanity must find a safe place to call home. But Nat's Park isn't the safe haven he was promised it would be. Not only do internal politics threaten to rip the survivors apart, an unknown danger haunts the stadium. Drew and his allies will struggle to survive in the changed world after the Advent as fate works to temper them.

A Perfect America

The Greystone Chronicles

Beneath the Mists

Temper: An Apocalyptic LitRPG Series

Something

The Lords of Silence

Time in a capsule. People seek out escapes through countless avenues, but when the product is extra time to live--within an emerging digital world--everyone's a customer. Game capsules transport players to a new world where time is perceived far more slowly. Why study for eight hours in the real world when you could get it all done in a single hour? Why work slowly? Why relax that way? Following this mentality, Chronicle has become more than a game for governments, businesses, and players alike. When Corbin Landrick, an unlucky but hardworking guy, finally gets his hands on a ChronPod, he jumps headfirst into his second life. While he struggles to plant both feet firmly on the ground in a world of magic and monsters, he finds out that virtual reality is what you make of it.

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!

The galaxy has changed. Armies of Chaos march across the Dark Imperium, among them the Death Guard, servants of the Plague God. But shadows of the past haunt these traitors... The Death Guard have returned to prominence with the return of Mortarion and their fabulous model range, and Chris Wraight's previous work with them (in his Space Wolves novels, notably) makes him the perfect person to delve into their particular darkness. The Cadian Gate is broken, and the Imperium is riven in two. The might of the Traitor Legions, kept shackled for millennia behind walls of iron and sorcery, has been unleashed on a darkening galaxy. Among those seeking vengeance on the Corpse Emperor's faltering realm are the Death Guard, once proud crusaders of the Legionis Astartes, now debased creatures of terror and contagion. Mighty warbands carve bloody paths through the void, answering their lord primarch's call to war. And yet for all their dread might in arms, there is no escape from the vicious legacies of the past, ones that will pursue them from the ruined daemon-worlds of the Eye of Terror and out into the smouldering wastes of the Imperium Nihilus.

Eden's Gate: the Reborn: a LitRPG Adventure

Sixth Realm Part 2: A LitRPG Fantasy Series

Warformed: Stormweaver, Book 1

The Men of the Kingdom

One More Last Time

Battleborne

Overlord, Vol. 5 (light novel)

Phil Tarsus is a dreadful instrument of State justice. He's an Inquisitor, a man who makes a living rooting out and executing those people who have been charged with treason. Guilt or innocence mean little to him--he has quotas to fill after all. Yet when he unwittingly stumbles upon a secret involving someone high up in the new American government, he becomes a target himself. Unfortunately for Phil, there's nowhere to run that the government can't find him. In the year 2122, in the perfect state of America, the government owns everything...from the shoes you wear, to the apple you eat, to your next door neighbor. The government owns everything and is everything. Under these conditions Phil can trust no one but the man he's slated to murder next.

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!

An indispensable and comprehensive sourcebook for games masters and players of the world-renowned Warhammer Fantasy Roleplay contains new adventures and background information.

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

Mystery Codex Sourcebook

BUNCH UP!

Sense: A Fantasy LitRPG Saga

Saga Online

A LitRPG/Gamelit Adventure

Dentists

A Game of Life and Death (Warning: Contains violence as well as adult situations and language) Ben sat down to play a brand-new MMORPG, Eternal Journey Online. Next thing he knew, he had been transformed into his character, first-level Paladin Hawke Lightseeker, and found himself in a corpse-filled cavern complex crawling with monsters and undead. Armed with a sentient sword, Hawke must learn the rules of a reality where magic and power-leveling are as real as swords and knives, and where you only get a limited number of respawns before you die for good. Follow Hawke as he explores the mysterious Common Realm, meets new friends and foes, battles to survive, and learns more about his growing power and inner strength. Note to LitRPG Fans: This novel concentrates primarily on action-adventure, with a focus on power-leveling and learning new magic and class subsystems. Future novels will deal with town and stronghold management. There is also a harem-lite subplot that plays a part in the story without detracting from it.

What do you do when your favorite game shuts down? Momonga decided to stay logged in right up until the very end. But when the servers go dark, he finds himself transported into the game world--and he's been transformed into his skeletal avatar from the game, awesome magical powers included! But what if he's the villain of his own story?

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

Lord Ainz has made great progress moonlighting as the indomitable hero Momon, but what should be a moment of triumph is shattered--by news of rebellion. He vows to find out what has happened and to defend the honor of his guild and home--Ainz Ooal Gown.

Exalted Return of the Scarlet Empress

Savage Dominion

The Undead King

Witchcraft

Predators: A LitRPG Saga

Book One of The Lawson Brothers, a sexy new contemporary romance series from New York Times Bestselling Author, Marquita Valentine. Bank Teller and all around good girl, Sydney McKnight, is tired of being the girl all the guys want to have as a friend. Who better to help unleash her inner vixen than her best friend and secret crush, Brody Lawson? Only, Sydney has no idea how to ask him, without their friendship going up in flames, until that is, the town of Jessamine's annual Firemen's Auction gives her the perfect excuse to set her plan into motion. Fire Captain Brody Lawson has been in love with his best friend, Sydney, for years, but he would never risk their friendship by confessing his feelings to her. So, when Sydney beats out the competition to buy his time at the annual Firemen's Auction, Brody can

hardly believe his luck until she asks him to teach her how to seduce a fellow fireman. Now, it's up to Brody to show Sydney how perfect she already is and convince her that the only man for her is him, because if Sydney is going to seduce any man, it's going to be him. And once he has her in his bed, he's not letting her go.