

The Land Forging A LitRpg Saga Chaos Seeds Book 2

After concluding their first year at Lorian Heights, Corin and his friends catch a train from their native Valia to the distant country of Caelford. For most, this would be a simple vacation. Corin has other plans.-Meet Anabelle Farren, the eccentric owner of Farren Labs, and learn about artificial attunements.-Seek out Warren Constantine, a previous Arbiter, for training and a potential alliance.-Find the visage Ferras herself to seek a cure for Sera's condition.Of course, Corin is Corin, and there's absolutely no chance he's going to be able to stick to a list....And even if Corin miraculously developed a sense of focus, he isn't the only one with plans.The Blackstone Bandit.Everyone's favorite mysterious book entity.The aforementioned Farren.A vacationing professor.The mirror of a figure from Keras' past.When their plots intersect, Corin and his friends are, predictably, stuck at the center.It's going to be a long vacation.

AN EXCEPTIONAL BOOK ON JOB-HUNTING, SELF-GROWTH & CAREER MANAGEMENT During our entire life, we're engaged in one of two sorts of activities; either we're selling something or we're sleeping. The Selling in life starts with first 'cry for milk' of the baby and it continues till..... One of the most crucial but equally neglected areas of our life is realizing our innate talent and skills and passionately selling them in the marketplace at premium. Sometimes, we fail to sell our most valuable product in the job market and sometimes we under-sell ourselves. Rare are the individuals who systematically plan to invent and package themselves to sell to the best and the highest bidder. Captains of Industry Speak... "If you are the kind of person who loves to serve others, you will be well served by reading this new book. When you sell yourself, you are selling a promise to serve other people well. Keep that promise and watch your business grow." "Ron Kaufman Author, UP Your Service! " "Packed with meaningful information to grow your professional career, this book is worth a thorough read." "Dr. Nido Qubein President, High Point University" "No one should remain jobless after reading this book." "Murtaza Hashwani Chief Executive Pearl-Continental & Marriott Hotel chains, Pakistan" "A brilliant handbook for all professionals! Packed with invaluable advice and techniques, this book will help you build value in the most important piece of the sales equation - YOU. Highly recommended!" "Mike Brooks Author of, The Real Secrets of the Top 20%" "Ashraf has clearly articulated the first step to selling success Once you understand the importance of 'YOU' in the selling equations, everything is possible." "Barry Siskind Author of, Selling from the Inside Out & Powerful Exhibit Marketing" "The book is practical without fluff of exotic theories. Universities should make "The Craft of Selling "Yourself"" a part of their syllabus." "Siddique Shahid Noor Islamic Bank, Dubai" "Ashraf has provided a powerful tools kit to young aspiring graduates as well as corporate executives to catapult themselves to their ideal jobs." "Abdul Mateen Khan General Manager, Saudi Pak Bank" "Ashraf has touched upon a very important subject which most of the experienced professionals often forget! It's an exceptionally valuable guide for career professionals from internship to retirement and beyond." "Parvez Abbasi Chief Executive, Mobilezone" Ashraf Chaudhry started his life as an errand boy in a small town in Pakistan. Today, he's a successful corporate executive turned highly sought-after sales trainer. With an MBA degree from a top-notch business school of the country, Institute of Business Administration (IBA), he worked for around 15 years in Sales & Marketing fields with organizations like Caltex, Pearl-Continental & Marriott Hotel chains, Tapal Tea & WorldCall Group. His life is a success story of transformation and turn-around. For training assignments, he currently travels from Lahore/Pakistan.

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 second captivating installment of Aleron Kong's, Chaos Seeds series. "We are life takers and heart breakers," Richter shouted. "Let's go!" Richter and Sion are at it again! Even more of what you loved in the first book! Leveling, world building, awesome items, and what's that you say? Sure! Why not? What's a little necrophilia between friends!?! Join your favorite Chaos Seed as he answers the call of adventure and deals with the invaders, greedy dwarves, and a wood elf that keeps telling him he has a pretty mouth! Welcome back my friends! Welcome back... to The Land!!!!"--Publisher's description. The Mist Village has an insidious history. Just beneath the thin veneer of joy and life, the sins of the past lie in wait. Richter will learn that some debts do not just fade away and, more importantly, must be paid. Luckily, he is not alone. In the village, fighters and smiths, magicians and hunters, will band together to prove an old adage: it takes a village ... to crush your enemies.--adapted from publisher's description.

It could all be over before it even begins.Clyde Hatchett and the rest of the Skull & Thrones better play their cards right -- otherwise their newly-formed guild will fall in a war with the Iron Silents, the overpowered immortals fond of spawn-camping and well, anything that puts them ahead.So much for resting on laurels, huh?To keep his dreams alive, and his newfound family safe, Clyde is committed to do whatever it takes. His usual thieving tactics are all well and good, but this time he'll also throw magic, his ties to the prince, and even a few kobolds at the problem. He just hopes it'll be enough.War of the Posers is the fourth novel in the exhilarating Bad Guys LitRPG series. If you like epic battles, sharp humor, and a touch of palace intrigue, you'll love Eric Ugland's sprawling, surprising new novel. Preorder today at a special discounted price of \$2.99 until release day! 228 B.C.The Roman LitRPG continues as the Second Punic War begins. The stakes for Rome have increased as the struggle for power in the Mediterranean continues!Victor heads back home after a bittersweet battle against the troops of the great Carthaginian general, Hamilcar. He now finds himself as one of Rome's top generals as the bloody Second Punic War begins. The island of Sicilia (Sicily) has shifted towards Carthaginian control and mother Rome is in danger of losing the important strategic island. The needle will shift in either direction during the pivotal battles of the Second Punic War.Victor Maximus will have to continue to improve his weapons, conquer more territory, carefully manage diplomatic relations with his fellow Roman cities, and continue to make sure the Gods are happy. The story will take on an Age of Empires flavor as Victor will have to upgrade his warships, siege weapons, and his legionnaires. Also, Victor will have to juggle his lovely women as he meets more lovely women in the lands of Gaul. Can Victor exact revenge for the death of his childhood love and become the top general in Rome? Or will Hamilcar rule the Mediterranean and have Victor's head?Continue the adventure as Victor Maximus licks his wounds. This is a LitRPG set in the real world. Unlike last time, even one lost battle can tip the scales in the Punic Wars. The book is set in real life and the consequences, including the pain, are all too real.

"In Alorin-- three hundred years after the genocidal Adept Wars, the realm is dying, and the blessed Adept race dies with it. One man holds the secret to reverting this decline: Bjorn van Gelderan, a dangerous and enigmatic man whose shocking betrayal three centuries past earned him a traitor's brand. It is the Adept Vestal Raine D'Lacourte's mission to learn what Bjorn knows in the hope of salvaging his race. But first he'll have to find him. In the kingdom of Dannym-- the young Prince Ean val Lorian faces a tenuous future as the last living heir to the coveted Eagle Throne. When his blood-brother is slain

during a failed assassination, Ean embarks on a desperate hunt for the man responsible. Yet his advisors have their own agendas, and his quest for vengeance leads him ever deeper into a sinuous plot masterminded by a mysterious and powerful man, the one they call First Lord. In the Nadori desert-- tormented by the missing pieces of his life, a soldier named Trell heads off to uncover the truth of his shadowed past. But when disaster places him in the debt of Wildlings sworn to the First Lord, Trell begins to suspect a deadlier, darker secret motivating them"--From publisher description.

The worlds of noble and guild are about to collide, with seventeen-year-old Allie Donovan as the catalyst... Allie lives in a shadow world until she is thrust into the light of the aristocratic St Matthew's Academy. More at ease with a blade than a needle, she is stalked along the ancient corridors by a Scottish lord intent on determining why she is among them. She stumbles onto the reason when soldiers arrive to see her friend, Zeb, a mechanical genius. On the hunt for answers, she breaks into his underground laboratory. There, Allie discovers Zeb is not just constructing sentient mechanical creatures, he is building a devastating new weapon for the military. To protect her friend, Allie will have to stop the guilds from snatching the weapon and its creator. But if she betrays her world, she forfeits her own life. Unless she can rely on bonds of friendship to save both their lives... A historical fantasy academy adventure perfect for fans of Libba Bray, Marissa Meyer, and CJ Archer. Keywords: Victorian, young adult, teen romance, paranormal, steampunk, gaslamp, fantasy, historical, coming of age

He didn't know he was playing.Zack was just living his life.It was really a game.When he started to ask questions, everything changed. Zack wasn't supposed to figure it out. He could ruin everything.Zack was disoriented when he woke up. They had welcomed him back. He didn't know where he'd been. He just remembered being 74 and near death.They said he was seventeen.What was this "best score" they kept going on about?Where was this place?Who were these people?And why did they keep talking about the next game?You'll love the first book in the series and get lost in the elaborate world created by Terry Schott. It will keep you turning pages until the end.Get book 1 now.

From Wall Street Journal bestselling author Aleron Kong comes, Awakening, Book One of God's Eye, the long awaited second series of the Labyrinth Universe! Telos is a world at the center of the Universe. A bright jewel wrapped in a Lattice of realities. It is a world that gods and demons call home at the beginning of a new age. Remy is a newly risen deity, struggling to survive in a Battle Royale where the consequences are worse than death and last longer than damnation. He will find that he cannot live without his tribe of worshipers. Their strength is his, and his is theirs. Other tribes want nothing more than to feast upon their flesh and consume their power. It is a deadly race of technology and power, faith and corruption, of commoners and legends. Gods of ancient pantheons and demons of forbidden nightmares compete in a timeless game where the stakes are the souls of every living being. These old forces will come to fear a newly risen god. His name will become a curse on their lips. His name will be a chant in the mouths of the faithful. His name will be carved in time. Zero Fell, Zero Fell, ZERO FELL!

The Forest of Fallen Stars is a story of friendship and magic. We follow Alura, a shy but stubborn sixteen year old, as she tries to navigate a dramatically changing world. Following her village's tradition, Alura is forced to participate in a ritual that doesn't turn out quite as she had planned. Finding herself on the run, Alura is rescued by two mysterious girls, who request her help in protecting their village from Eslanda; a young woman seeking revenge for her abandonment. Alura, along with her new friends Kara and Loria, must fight against magic, enemies and nature itself to restore peace to their homes. But are they aware of the sacrifices they must make?

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 Hildi the Valkyrie, and is given three options. Serve Odin in Valhalla as one of the Einherjar, fighting each day and celebrating each night until the 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 an unusual 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 nothing but a canvas diaper, sharp teeth, and claws, Max must use his skills as a soldier to improvise and survive. There are no respawns, and at level zero, nearly everything can kill him.With his new status as one of the Battleborne, much is expected of Max. Dangerous and difficult quests are presented to him, and the loot ranges from filthy goblin loincloths to epic weapons! Join Max as he learns to navigate his new life, struggling with the instincts of his monster bloodlines, and taking advantage of them at the same time.

The SIXTH Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" "This is the world you were meant to fight for!" Welcome to the SIXTH vivacious installment of Aleron Kong's, Chaos Seeds series. The time of hiding has passed. The Mist Village will make itself known. Goblins have invaded Richter's lands. Though the first incursion has been defeated, the anger of Chaos Seed remains. Those who challenge Richter's power will learn there is a reason all creatures fear the mist... it is the home of monsters. For the first time, Richter takes the battle to his enemies. He will live up to his name, and the very Land will shake with this power. With his allies, the Wood Sprites of Nadria, the army of the Mist Village marches to war. Richter has been a healer, an enchanter, a dungeon diver, and a killer. Now he becomes something more. He becomes a RAIDER! This is a world of wonder and horror. This is a world of pain and joy. This is the world of monsters... and the brave men who battle them. Welcome back my friends! Welcome back... to The Land! ps - Gnomes Rule... That is all

An incomparable gift for Christine Feehan fans, Dark Prince returns in a new, author's cut special edition. #1 New York Times bestseller Feehan revisits her classic tale of paranormal romance—the breathtaking story of a beautiful hunter with extraordinary telepathic abilities captivated by the powerful allure of a tormented prince of the mysterious Carpathians—expanding the beloved story by 100 never before seen pages! Here is your golden opportunity to experience the first book in Christine Feehan's remarkable Dark

saga as you never have before, whether it's a glorious re-entrance into this writer's mystical, unforgettable world...or your very first visit!

Humanity on the run. Desperate base building. Dark deeds done during daylight. Joe has started to draw attention to himself and his abilities. While some of the attention is good and allows for personal growth, most of it is from various organizations that feel threatened by the sudden upswing of power that Joe's guild-The Wanderers-are attaining. As the threat to earth begins to reach its peak, all of humanity has a choice: flee to Eternium, or stay for an uncertain future. Some stay, some go, some don't make the choice quickly enough. In Ardania, the human Kingdom is seeing an unprecedented influx of people. Supply and demand is an issue no matter where you go, as a civilization of a few million can't prepare to accept an eighth of earth's inhabitants at once. Joe sets out to solve problems where he can, but he can't be there for everyone... especially when a group of smiling enforcers are working to bring him down.

Some say that in the city of Orlyn, godhood is on sale to the highest bidder. Thousands flock to the city each year, hoping for a chance at immortality. Lydia Hastings is a knowledge sorcerer, capable of extracting information from anything she touches. When she travels to Orlyn to validate the claims of the local faith, she discovers a conspiracy that could lead to a war between the world's three greatest powers. At the focal point is a prisoner who bears a striking resemblance to the long-missing leader of the pantheon she worships. Rescuing the prisoner would require risking her carefully cultivated cover - but his execution could mean the end of everything Lydia holds dear.

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.

After being betrayed and cursed by an extremely rare spell, Oren, a powerful and influential player, finds himself as a 1st level Goblin!Without even a fraction of his previous power, he vows to pull through and have revenge on those who betrayed him.His thorough knowledge of the game's world and his unique ability to immerse himself entirely are his only advantages. But first, he must figure out how to survive long enough playing what is basically a low-level fodder monster!

Gifted with metahuman powers in a world full of capes and villains, Tori Rivas kept away from the limelight, preferring to work as a thief in the shadows. But when she's captured trying to rob a vault that belongs to a secret guild of villains, she's offered a hard choice: prove she has what it takes to join them or be eliminated. Apprenticed to one of the world's most powerful (and supposedly dead) villains, she is thrust into a strange world where the lines that divide superheroes and criminals are more complex than they seem. The education of a villain is not an easy one, and Tori will have to learn quickly if she wants to survive. On top of the peril she faces from her own teacher, there are also the capes and fellow apprentices to worry about, to say nothing of having to keep up a civilian cover. Most dangerous of all, though, are those who loathe the guild's very existence. Old grudges mean some are willing to go to any length to see the guild turned to ash, along with each one of its members. Even the lowly apprentices

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!

The 8th Novel of the Internationally Acclaimed Chaos Seeds Saga Over 100 THOUSAND ?????? Reviews A mesmerizing tale reminiscent of the brutality of Goblin Slayer and the majesty of Game of Thrones Audible's Customer Favorite of the Year! #1 Audiobook 2017 #1 in Epic Fantasy || #1 in HumorWelcome my friends! Welcome... to "The Land!" The battle of the dead was won, but at a great cost. Sion,leader of the Mist Village was left with only pain and regret as Richter was claimed by the abyss. What no one but the abandoned chaos seed knows is that he narrowly avoided the curse of the lich Singh, a curse that still hangs above his head. Now, surrounded by miles of darkness and tons of crushing rock,Richter has to find his way back into the light. The only problem is that this monster of a man is being pursued by monsters, a demon and his own foolish choices. Faced with all the dangers of the deep dark, what will Richter say when the buried horrors of The Land come a calling and asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back... to The Land! ps - Gnomes still Rule!

Raised and trained in seclusion at a secret fortress on the edge of the northern wilds of the Kingdom of Ashai, a young warrior called Rezkin is unexpectedly thrust into the outworld when a terrible battle destroys all that he knows. With no understanding of his life's purpose and armed with masterful weapons mysteriously bestowed upon him by a dead king, Rezkin must travel across Ashai to find the one man who may hold the clues to his very existence.Determined to adhere to his last orders, Rezkin extends his protection to an unlikely assortment of individuals he meets along the way, often leading to humorous and poignant incidents.As if pursuing an elite warrior across a kingdom, figuring out who he is and why everyone he knows is dead, and attempting to find these so-called friends and protect them is not enough, strange things are happening in the kingdom. New dangers begin to arise that threaten not only Rezkin and his friends, but possibly everyone in Ashai.

The Acclaimed Debut Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" Tricked into a world of banished gods, demons, goblins, sprites and magic, Richter must learn to meet the perils of The Land and begin to forge his own kingdom. Actions have consequences across The Land, with powerful

creatures and factions now hell-bent on Richter's destruction. Can Richter forge allegiances to survive this harsh and unforgiving world or will he fall to the dark denizens of this ancient and unforgiving realm? A tale to shake "The Land" itself, measuring 10/10 on the Richter scale, how will Richter's choices shape the future of The Land and all who reside in it? Can he grow his power to meet the deadliest of beings of the land? When choices are often a shade of grey, how will Richter ensure he does not become what he seeks to destroy? ps - Gnomes Rule Aleron Kong's #1 Best Selling LitRPG Saga continues in "The Land: Swarm" The enemies of the Mist Village are moving, the storm clouds are gathering, what are Richter and Sion to do??? Crush the game, that's what! More of everything you love in LitRPG: Powerful items, epic battles, awesome quests and in depth world building! What happened to Elora? Where is the swarm? Did the rock giant make Richter jelly? What are the colonel's secret spices??? Journey back into my world and find out! Come back... to The Land!

Thrust into an unknown, unwanted situation, most would feel panic, fear anger and fall into chaos. Erik and Rugrat are not immune to those feelings, but they have stepped into chaos so many times, it is simply a different challenge. Two weeks ago, Erik lost his legs and his arm. Today he got a message. "You have been randomly selected to join the Ten Realms. One may choose to ascend the Ten Realms, thereupon making a request to the Gods of the Realms. Only those who are Level 10, 20, 30, 40, 50, 60, 70, 80, and 90 may ascend to the next realm. Fortune favors the strong!" For a retired combat medic and Marine Recon sniper, the Ten Realms offer a clear challenge and sense of purpose that they had only found on the battlefield. How much trouble can you get into in a new realm?

It's been almost a year since the Trials of Unyielding Steel. When Lydia gets a lead on the whereabouts of Jonathan Sterling, she concludes her training with a legendary immortal sorcerer and puts a plan in motion for his capture. Near Selyr, Taelien reunites with an old friend - Wrynn Jaden, the legendary Witch of a Thousand Shadows - and meets with Jonan to make a deal. Jonan, of course, has other concerns. His master, the legendary Lady of Thieves herself, has given him a new assignment - one that hints at world-shaping events, if he can survive the mission. He'll partner with Velas, but she has her own problems to deal with, including a revelation that will test where her loyalties truly lie.

Five years ago, Corin Cadence's brother entered the Serpent Spire -- a colossal tower with ever-shifting rooms, traps, and monsters. Those who survive the spire's trials return home with an attunement: a mark granting the bearer magical powers. According to legend, those few who reach the top of the tower will be granted a boon by the spire's goddess. He never returned. Now, it's Corin's turn. He's headed to the top floor, on a mission to meet the goddess. If he can survive the trials, Corin will earn an attunement, but that won't be sufficient to survive the dangers on the upper levels. For that, he's going to need training, allies, and a lot of ingenuity. The journey won't be easy, but Corin won't stop until he gets his brother back.

In the spirit of fantasy epics like George R.R. Martin's A Game of Thrones and Brandon Sanderson's The Way of Kings, The Fatemarked Epic promises immaculate world building, an ancient prophecy, a mysterious source of magic, interesting characters, war, political intrigue, and romance. The Hundred Years War has ravaged more than three generations of kings, queens, and citizens across the Four Kingdoms. Corrupt rulers dominate. Religious intolerance runs rampant. The cycle of vengeance continues to turn with the seasons. An ancient prophecy by a legendary oracle has been long forgotten. The prophecy promises the return of peace to the Four Kingdoms on the backs of a chosen few, the fatemarked, individuals marked at birth and blessed with specific magical powers. One shall be the Kings' Bane, and will bring death to the warmongering rulers, using fear to force peace; another shall be the Peacemaker, bestowed with the rare ability to heal. Opposite sides of the same coin, dark and light, death and life, the Kings' Bane and the Peacemaker are responsible for the fate of an entire continent. As they fight to achieve their destinies, adversity will hinder them in every realm: in the frozen north, assassination attempts and a brutal power struggle; in the holy west, a vicious queen and her self-righteous army of warriors; in the mysterious iron-clad forest of the east, revenge and glory rule the day; and in the southern empires of Calyp and Phanes, maturing dragons, slaves, and a civil war. To truly fulfill the oracle's prophecy of peace, both the Kings' Bane and the Peacemaker, as well as the other fatemarked, will need to overcome those who seek to destroy everything in their pursuit for power.

Barliona is back! OLD WORLD, NEW HEROES! What would happen if a professional rock musician joined a virtual MMO in search of inspiration among its gameworld? What would happen if she decided to play as a biota bard, a brand new race of humanoid flora as well as a new class? Whatever would happen, it would surely be fun

On a planet far from Earth, descendants of marooned space travelers fight a decades-long war. Shy scholar Victoria knows nothing of this conflict until pirates kidnap and sell her to the sadistic tyrant behind it. He keeps her naked and locked in a tower, subjecting her to months of psychological torture. After seizing an opportunity to escape, Vic joins the fight against her former captor and begins walking a bloody path toward revenge. As the Blade, Vic gains glory raiding her enemy's forces, but the ordeal in his tower haunts her. Bitter memories keep her from returning the love of the kindhearted Prince Ashel, whose family has fended off the tyrant's invading army for a generation. When enemy soldiers capture Ashel, Vic embarks on a quest to rescue him and, on the journey, discovers a source of spectacular power. With wizardry, Vic can rescue the prince, end the war, and wreak the vengeance she craves, but she might also destroy her only chance for peace.

Discover Dr. Aleron Kong, the Father of American LitRPG! #1 in Cyberpunk and Video Game Science Fiction! Over SEVENTEEN HUNDRED positive reviews on Goodreads!!! The second captivating installment of Aleron Kong's, Chaos Seeds series. "We are life takers and heart breakers," Richter shouted. "Let's go!" Richter and Sion are at it again! Even more of what you loved in the first book! Leveling, world building, awesome items, and what's that you say? Sure! Why not? What's a little necrophilia between friends!?! Join your favorite Chaos Seed as he answers the call of adventure and deals with the invaders, greedy dwarves, and a wood elf that keeps telling him he has a pretty mouth! Welcome back my friends! Welcome back... to The Land!!!!

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 children of an assassinated emperor try to stay alive and avenge their father's death while continuing down their individual life-paths, one in a monastery, another training with elite soldiers, and one appointed a minister determined to prove herself to her people.

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.

"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!

An ancient Egyptian artifact is driving Queen Victoria insane, and that's not top of Cara Devon's growing list of problems. Viscount Nathaniel Lyons is a man of numerous secrets, but there is one in particular that threatens his fledgling relationship with Cara. Stunned by Nate's revelation, and before she can absorb the ramifications of his actions, he is arrested, charged with treason and imprisoned in the grim Tower of London. He stole something the mad queen wants, and only has days to deliver, before his date with the executioner. Although sorely tempted, Cara can't let him die on Tower Green, not when their connection means she would share his fate. Only together can Cara and Nate figure out how to wrestle Hatshepsut's Collar from around the queen's neck, before she plunges Britain into a world war. The search for answers sends Cara to the opulent Winter Palace of St Petersburg and the frozen depths of Siberia, with every step shadowed by an enemy with his own dark plans. A steampunk adventure perfect for fans of Gail Carriger, Shelley Adina, CJ Archer and Bec McMaster. Keywords: steampunk, gaslamp, historical fantasy, victorian, paranormal romance, action and adventure, alternate history

[Copyright: 8c119fd9561adbe4a04a6a75c1bd61ef](https://www.amazon.com/dp/B08C119FD9561ADBE4A04A6A75C1BD61EF)