

## Ritualist The Completionist Chronicles Book 1

"After another long day at work, all Jon Christensen wanted was a cheap burger and some peace and quiet. When he pulled into the local McDonald's, Jon only had the usual cares on his mind. His sister. The bills. A career with seemingly nowhere to go. But after a confusing encounter at the cash register triggers a violent episode in the parking lot, he's quickly pulled into a world he doesn't understand. His few careless sentences - and the odd gift of languages he's kept hidden for years - wind up thrusting him right into the middle of a chaotic magical free-for-all, a battle taking place in the shadows of society. Entangled in an increasingly complex web of violence and lies, he's left with a choice: adapt, or die. Surrounded by strangers, Jon must struggle to survive, searching out friends amidst a sea of foes. If he can get his group of strays and rejects to work together, there's a chance they might just make it out alive. Should he fail, the consequences will be dire - not only for Jon, but also for those he loves"--Amazon.com.

Gemma, Duncan, and the boys are back in their Notting Hill house and enjoying a quiet spring in London when Gemma receives a plea for help from her friend and neighbor, Erika Rosenthal. Erika has never shared much of her past, other than telling Gemma that she and her husband came to London before the war as refugees from the emerging Nazi regime in Germany. Her husband was a historian and was found murdered in a local park. His death was never solved. Now Erika tells Gemma that a necklace from her past has come up for auction - a necklace which was taken from her. Now Erika asks Gemma to find out where the necklace came from. As Gemma works backwards, interviewing the staff at the auction house and looking into the records of David Rosenthal's death, her viewpoint is interwoven with Erika's vivid memories of her life as a young woman in London during and after the war. Then a young woman at the auction house is murdered and suddenly the case becomes very much centred in the present.

Headmaster. Exile. Gladiator. Backed into a corner, Artorian must play fast and loose with the laws of the land. To gather what he needs to progress, he will need to sacrifice what he's gained in order to get this far. With his new school and friends facing their most deadly challenges yet, Artorian finds an opportunity to keep them safe. The cost of it may be access to the new home he's built, but that was never intended to be for him. When he can ensure their safety, Artorian will begin pursuit of his grandchildren once more. If he finds them, will they want to be saved... or will they have found a taste for the darker powers they have accrued? It's time to make the hard choices. Death or graduation.

Kane Andrews is just another one of the billions of people on Earth who watch as Richter, the world's first superhuman, goes on a rampage. All the world's military cannot stop him, no matter what they throw his way. Until, with the whole world watching, Kane surprises himself by flying up to catch someone the supervillain has thrown off a building. The second superhuman is born. With no idea of the extent or magnitude of his powers, Kane has a long way to go before becoming the first superhero. He must stay one step ahead of both Richter and the rest of the world while he figures out how to take down his nemesis. Time is running out though, and Richter will do whatever it takes to make sure he's Earth's only superhuman.

Axiom: A Divine Dungeon Series

Remnant's of Magic

Rexus

Two Week Curse

The Catacombs

Archon's Chosen - Book One

*Two thousand years in the future. The world is a wasteland, but the women are still gorgeous. Jack Bowman is out of luck and out of money. That is, until he gets an offer to be a part of an experiment for a major scientific research company. All he has to do is get cryogenically frozen for a few years and he'll be rich. What could go wrong? Quite a bit, as it turns out. When Jack's pod splits open and he's met by two beautiful women, he's introduced to a very different world from the one he left behind. There are warring tribes, mutated animals, actual monsters, and even ogres. With so many threats, how can anyone hope to survive? Lucky for Jack, being frozen was only half the experience. The other part is swimming around his bloodstream, and it's turning him into something more than human.*

*Warning: This story contains adult situations, course language, and other fun things. Read at your own risk.*

*The vaunted power of the Mage's College. Unbounded freedom among the Wolfmen. The best of both worlds. Recent college grad Sam King was hoping for a backpacking trip across Europe as a graduation present. Instead he's going to get a different kind of trip: a three-month stint in the ultimate immersive gaming experience. As a lifelong geek, gamer, and outsider, it's a better gift than he'd ever dreamed. But when he jumps feetfirst into the world of Eternium, run by CAL, the Certified Altruistic Lexicon, it's not exactly what he expected. All he wants is to quest, game, grind some levels, and get his hands on awesome loot. You know, have fun! But the Mage's College seems to have a very different definition of fun, one involving study, blisteringly strict regulations, aristocratic hierarchy, and tons of pay to play. Sam crosses the College and finds himself running for his life with a back-talking book that is far more than it seems and a class that no one has even heard of. If he can navigate the deadly College politics and the looming war with the barbaric Wolfmen, he might just find the fun and adventure he was looking for.*

*Paris, France is known as the City of Lights, a metropolis renowned for romance and beauty. Beneath the bustling streets and cafes, however, exists The Catacombs, a labyrinth of crumbling tunnels home to six million dead. When a video camera containing mysterious footage is discovered deep within their depths, a group of friends venture into the tunnels to investigate. But what starts out as a lighthearted adventure takes a turn for the worse when they reach their destination and stumble upon the evil lurking there.*

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

*asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back... to The Land! ps - Gnomes still Rule!*

*Side Quest*

*Something*

*Future Reborn*

*Dungeon Born*

*Dungeon Eternium*

*First Login*

**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?**

**Jason wakes up in a mysterious world of magic and monsters. It's not easy making the career jump from office-supplies-store middle manager to heroic interdimensional adventurer. At least, Jason tries to be heroic, but it's hard to be good when all your powers are evil. He'll face off against cannibals, cultists, wizards, monsters...and that's just on the first day. He's going to need courage, he's going to need wit, and 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 serial novels on Royal Road with an astonishing 13 million views, He Who Fights with Monsters is now available on Kindle. It's perfect for fans of Pirate Aba, Dakota Krout, and Luke Chmilenko.**

**Sacred artists follow a thousand Paths to power, using their souls to control the forces of the natural world. Lindon is Unsouled, forbidden to learn the sacred arts of his clan. When faced with a looming fate he cannot ignore, he must rise beyond anything he's ever known...and forge his own Path.**

**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!**

**The Land: Foundin**

**Essence: A Divine Dungeon Anthology**

**Necessary as Blood**

**Inflame**

**World-Tree Online**

**Chaos Seeds: Book VIII: Monsters**

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.

Jason logs into Awaken Online fed-up with reality. He's in desperate need of an escape, and this game is his ticket to finally feeling the type of power and freedom that's so sorely lacking in his real life. Awaken Online is a brand new virtual reality game that just hit the market, promising an unprecedented level of immersion. Yet Jason quickly finds himself pushed down a path he didn't expect. In this game, he isn't the hero. There are no damsels to save. There are no bad guys to vanquish. In fact, he might just be the villain. (This novel contains graphic violence and language. If books had ratings, it would be rated "M" for Mature)

A Duncan Kincaid and Gemma James Mystery by New York Times bestselling author Deborah Crombie Then... In the struggling but close-knit South London neigh of Crystal Palace – once the apex of Queen Victoria ' s glamorous Great Exhibition, ruinously gutted by fire – a gifted boy and his new neighbor, a solitary young widow, make a pact of friendship; only to see it tragically shattered by a shocking betrayal... And now... Detective Inspector Gemma James ' s first case as lead Murder Investigator takes her to seemingly respectable, prominent barrister, found dead at a seedy/low rent hotel in Crystal Palace – naked, bound, and strangled. Is his death a sordid accident – or a more sinister murder? Gemma's investigation leads her, and husband, Detective Superintendent Duncan Kincaid into a labyrinth of secrets, murder, truths into the dark corners of the human condition...and truths better left uncovered...

Necessary As Blood is the latest entry in Deborah Crombie ' s New York Times Notable, Edgar®, Agatha, and Macavity Awards-nominated mystery series featuring Scotland Yard detectives Duncan Kincaid and Gemma James. A Texan frequently compared to the masters of British crime fiction—including P.D. James, Martha Grimes, Barbara Vine, and fellow American Elizabeth George—Crombie dazzles once more with Necessary As Blood—a relentlessly suspenseful tale of a vanished mother, a murdered father, and a helpless, endangered child.

Eden's Gate: the Reborn: a LitRPG Adventure

Survival Quest (the Way of the Shaman Book #1)

The Divine Dungeon Book Two

The Land

Arsenal

The Second Super

*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.*

*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 Arдания, 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.*

*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*

*The dead walk the land. The dungeon rises. War will move the Heavens and the Earth. Powerful necromancers are on the move, and the dungeon has become a battleground. Without his faithful Wisp, Cal's mind slips—he begins creating traps and monsters that go against his already loose morals. A direct threat from an unexpected force causes Cal's mind to stabilize, but he doesn't know for how long. Using every resource at his disposal, he works to keep his mind clear while he funds a search for his lost companion. When others fail him again and again, Cal takes matters into his own hands. Deadly*

*situations remind Dale that no matter how well he does in his secluded community, he is still considered a weakling in the greater world. Deciding that his physical and mental training are not enough-Dale resolves to gain strength by any means necessary. Both are aware that they need to keep moving. If they stop, their choices could kill them.*

*Raiya: Starter Zone - a LitRPG Saga*

*Dungeon Madness*

*Ritualist*

*Artifact: A Divine Dungeon Series*

*Dungeon Desolation*

*A Post-Apocalyptic Harem*

With new powers and new women, Alex Burke will fight his way across Ratonya. The Covenant has sent gifted killers against him, but he will not be stopped. With an elf, a giant, and a demon, he'll prove that killing him is going to be harder than his enemies ever imagined. As his power grows, Alex will find the gods themselves are involved in his future-- and his past.

An end of the world. The start of a new one. A thousand places to be. Artorian has survived his encounter at the Ziggurat, but at a sharp cost. However, the powers in the world are moving and there is no time to rest. Even if Artorian doesn't realize his part in it, the next stage of the great plan is set in motion. In a place of mountains and dales, the old scholar must seek new information in order to puzzle out the last pieces and gather victory with his own two hands. For his loved ones, his humanity may need to be left behind. Yet, becoming something else is a small price to pay for an old man on a mission. Life comes at a price, but success comes with Ascension. War and Moonfall loom on the horizon. It matters little. Artorian will build his arsenal.

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.

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?

*A LitRPG Adventure*

*Annex: A Divine Dungeon Series*

*(Book One) (Sci-Fi Series)*

*Raze*

*The Feedback Loop*

*Catharsis*

Both Cal and Dale have become stronger, each in spite of the other. The dungeon - Cal - knows exactly how much their strength has increased, and is working hard to become exponentially more powerful. His schemes are becoming more complex, and his dungeon - his body - more deadly. Dale has a nasty surprise waiting for him as he works to thwart the plans of the devious dungeon. Hearing a voice in his head that distracts him in critical moments, he must fight his mind as he battles deadly creatures. Unbeknownst to both, they are in for the fight of their lives as madness threatens the land...

A town put to the sword. The young forcibly recruited. An old man out for revenge. After his town is put to the sword and the children are taken to replace the fallen, an old man is out for revenge. He's ready to fail at the most difficult challenge in the world: cultivation. Too corrupted to even take the first steps, the sly old elder simply agreed with those who told him that it was impossible. Then he quietly ignored them, rubbed his hands together, and started anyway. He had always failed in what he did: he lost his way from the academy, his command was devastated by a Mage, he lost his town, and now his last hopes for the future had been stolen by a group of raiders. The only thing that had never failed him was his sharp mind and philosophy. He would cultivate... no matter what it cost him. A lifetime of failure can dull and dampen a soul. A reason to live, a goal, can change that in an instant. It is always darkest just before the dawn.

Unlikely allies uniting across the world. Blood feuds that span centuries. A single chance at life. The world watches the sky with trepidation. The insanity of Xenocide knew no bounds, and all will soon suffer the effects he had planned for a millennium. Though none know what is to come, they all know it isn't going to be easy to survive. The Master has a plan, one that can give the world at large a way to escape the onrushing desolation. It may be on the bleeding edge of morality and what he needs might prove too difficult to secure, but The Master asks for trust. Cal and Dale both have their role to play as the world hurtles toward destruction. One needs to bring the races of the world together while the other simply needs to survive. Surrounded by supposed allies, the duo will do all that they can to succeed-but with every new arrival comes rising tensions and faltering trust. The apocalypse is coming. Will honor or greed stand the test of time?

Auras empowering the body to superhuman status. Invocations tearing the land asunder. The war has arrived. The necromantic armies are on the warpath and nowhere is safe-even the sanctuary of the flying dungeon has been threatened. The leadership of nearly all the sentient races has been wiped out, and only the people most suited to repelling the advancing darkness have an intact

monarchy. Cal learns quickly that the primary threat is not the far-off war, but the actions of those entrusted with protecting the population. As it turns out, the idea of using a flying dungeon as a war machine is very tempting indeed. Dale has been facing his trials better than anyone could have hoped for, but when the war takes a turn for the worse, his role is forcibly relinquished. Since his only chance at survival is painful and rapid advancement, Dale must learn if his strength of will can develop into strength of flesh. The distance between the Heavens and the Earth might not be so far after all.

Unsouled

A High Fantasy Harem

Street Cultivation

King's Gate 2

Troll Nation

The Sound of Broken Glass

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.

Invasions and sabotage. Two civilizations doing anything to exist. War crimes are the norm. Joe takes his first step into exile, and is promptly unable to breathe. This new Zone has a higher concentration of power, magnitudes denser. His first task is to survive, but mere survival is the least of his concerns. The Zone he has landed on has been in a state of constant war for thousands of years, a tug of war between the Elven and Dwarven societies. Not choosing a side is the same as declaring both to be your personal enemy. Though he is resistant, Joe reluctantly decides to go with the group he thinks will help him grow the most-and is instantly plunged into their bitter war. To gain the freedom he desires, Joe needs to turn to the less savory aspects of his class. Engulfed by darkness, Joe can only hope he'll be able to snuff out the light.

Quantum Hughes' life is stuck on repeat. While trapped in The LOOP, he struggles to free himself from a glitch that forces him to re-live the same day over and over.

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

A LitRPG/Gamelit Adventure

Dungeon Calamity

He Who Fights with Monsters

Silvertongue. Book one

Bibliomancer: A Completionist Chronicles Series

A Divine Dungeon Series

Precious D.E. points. Staunch believers. One cantankerous beaver. Artorian has seen better days. Chased by demons, hunted by the Red Inkquisition, on the run as a fugitive and he's spent barely any time in Eternia. Stuck as a tiny noodle dragon and formed into a crown to decorate the heads of Nobility, he is forced to rely on his friends instead of fixing the issues of the world himself. Luckily for everyone else, the plucky grandfather does not know how to quit. If all Artorian can do is wiggle, then he will wiggle.

unearthing the secrets of the deity system, he'll find what it takes to make the true tools of victory. Other deities make mere weapons... Artorian makes Artifacts! Barliona. A virtual world jam-packed with monsters, battles - and predictably, players. Millions of them come to Barliona, looking forward to the things they can't get in the real world. Magic, dragons and princesses, and unforgettable combat. The game has become so popular that players now choose to spend months online without returning to the real world. In Barliona, anything goes: you can assault fellow players, level up, become a mythical hero, a wizard or a legendary thief. The only rule that attempted to regulate the game demanded that no player was allowed to feel actual pain. But there's an exception to every rule. For a certain bunch of players, Barliona has become their personal hell. Criminals sent to Barliona to serve their time. They aren't in it for the dragons' gold or the abundant loot. All they want is to survive the virtual inferno. They face the ultimate survival quest.

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. ARKUS 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 over a 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 powers to conquer the World-Tree, but Vincent's exploit might just be the key to stopping him.

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.

gets the best of him, and he finds himself sucked into iNcarn8, a game claiming to be a whole new life. Now as Montana, the larger-than-life tank warrior, he has one 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 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 character who can't seem to shake his dark past and find the quiet life he so wants.

Awaken Online

A LitRPG Saga

Where Memories Lie

One More Last Time

Regicide

Infernal or celestial. Young or old. Each has their own path to power. Delve into the world of the Divine Dungeon with new and old cultivators alike. Discover the Lion Kingdom's beginning, learn the origin of Odin and his ravens, and take a philosophical approach to cultivation. These stories and more are included in the first short story anthology set in Dakota Krout's Divine Dungeon universe. Eight incredible new tales told by eight amazing authors. Check out this LitRPG and GameLit fantasy anthology today! Lion Start by Rohan Hublikar Join Garron and Andros as they flee an oppressive Noble house and begin learning the secrets of cultivation while evading capture. Perhaps their methods will even create a legacy of its own? Legacy of Thunder by Steven Willden Learn the origin of Odin and his ravens, back when they were all simple cultivators in Azguardia. How did a child eventually become one of the most powerful and well-known lightning users of all time? Flight of the Glitterflit by Ryan Ball Test both the dangers and joys of surpassing your personal limits with Jack, as he learns what it really means to determine your own destiny. A person's fate is never what you would suspect. Splat! by Raymond Johnson A simple Dungeon Goblin has been killed in the same way over and over, constantly revived by the dungeon it has bound itself to. Is there more to the deaths than simply fighting adventurers? The Spirit Dungeon by Alexis Keane An infernal cultivator is driven from his home by true necromancers. During his escape, he finds a secret that could allow him to live nearly forever. Will he be able to control it? Hidden Lantern by James Auwaerter The Inquisition has arrived. At least, one of the members has. It is up to him to determine if this area is worth saving... or should be purged by fire. Butcher Boy by Dakota Krout Follow the saga of Ramset as he learns what it means to be a cultivator in a city where men are only allowed to be mere mortals. Axiom by Dennis Vanderkerken What is cultivation? How is it possible? Philosophy to the rescue! When an old man loses everything, he decides that age is not going to be what stops him from rescuing the young ones that have been 'recruited' by the raiders that took them.

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.

A side quest in Dakota Krout's best-selling Completionist Chronicles series! Vengeful assassins. A treacherous companion. T-Rex Head Hands. After the Wolfman nation is shattered, Jaxon has enough spare time to advance his skills and specialize into a better class. Since Joe and his other teammates are either incapacitated or on a mission Jaxon does not believe in, the misunderstood chiropractor turned gamer strikes out on his own. The issue with creating your own path is that you have no idea what awaits you, especially when low charisma guarantees legendary misunderstandings. For Jaxon, that's half the fun. Rexus is a Completionist Chronicles side quest focused on Jaxon and is meant to be read following Regicide.

In the modern world, qi is money. The days of traveling martial artists and mountaintop masters are over. Power is controlled by corporations, modernized martial arts sects, and governments. Those at the bottom of society struggle as second class citizens in a world in which power is a commodity. Rick is a young fighter in this world. He doesn't dream of immortality or becoming the strongest, just of building a better life for himself and his sister, who suffers from a spiritual illness. Unfortunately, life isn't that easy...