

Viridian Gate Online The Jade Lord A LitRpg Adventure The Viridian Gate Archives Book 3

When an ancient evil awakens and unleashes an army of undead warriors that lay waste to the world of Tamriel, emperor's son Attrebus Mede joins a group of mages, thieves and warriors in a formidably outnumbered battle to protect and reclaim their home. Original. Video game tie-in.

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

A witch. A murder. A curse... Beneath the murky waters of the lake, an ancient being slumbers, and Brygida is its servant. A charming painter invites her to the village's harvest feast, which ends with a murder. When he's accused, can she save him, when failure means condemning the rest of the village, and being dragged into the deep...?

A deadly Russian necromancer has just escaped his prison. His first day out could be Yancy Lazarus's last. Yancy Lazarus just wants to be left alone. He wants to play his blues music, smoke a few cigarettes, and otherwise leave the supernatural world to fend for itself. Unfortunately, when an ancient fae godling kickstarts a supernatural coup by unleashing a necromancer, retirement isn't an option. Nope. If Yancy ever hopes to see the bottom of another beer bottle, he's gonna have to partner up with an FBI agent-an agent who's been hunting him for years-to bring down the nigh-immortal, douchebag necro. And to top it off, Yancy's gonna have to do it without his magical powers... "Yancy Lazarus is back and facing off against his most dangerous foe yet-without the benefit of his magic. A breakneck thriller that'll keep you turning the pages!" -Sam Witt, Author of Half-Made Girls (Pitchfork County Novels)

Build a Dungeon. Slay Heroes. Survive Finals. Wounded Army vet Logan Murray thought mimics were the stuff of board games and dungeon manuals... right up until one ate him. In a flash of snapping teeth, Logan suddenly finds himself on the doorstep to another world. He's been unwittingly recruited into the Shadowcroft Academy for Dungeons-the most prestigious interdimensional school dedicated to training the monstrous guardians who protect the Tree of Souls from so-called heroes. Heroes who would destroy the universe if it meant a shot at advancement. Unfortunately, as a bottom-tier cultivator with a laughably weak core, Logan's dungeon options aren't exactly stellar, and he finds himself reincarnated as a lowly fungaloid, a three-foot-tall mass of spongy mushroom with fewer skills than a typical sewer rat. If he's going to survive the grueling challenges the academy has in store, he'll need to ace the odd assortment of classes-Fiendish Fabrication, Dungeon Feng Shui, the Ethics of Murder 101-and learn how to turn his unusual guardian form into an asset instead of a liability. And that's only if the gargoyle professor doesn't demote him to a doomed wandering monster first... From James A. Hunter-bestselling author of Rogue Dungeon, Bibliomancer (Completionist Chronicles Expanded Universe), and the LitRPG epic Viridian Gate Online-and Dragon Award Finalist Aaron Michael Ritchey, comes a brand new Dungeon Core novel, like nothing you've ever seen before. Funny, funky, and full of Gamelit goodness, this is one novel you won't want to put down.

The End is Coming.An extinction-level asteroid is cannonballing toward Earth. In humanity's final hours, a lucky few earn a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Making that leap of faith might mean survival, but it comes with a steep price tag: "Travelers" will forever be stranded as digital avatars inside a fantastical world filled with vicious monsters, all-powerful AIs, and cutthroat players. Let the games begin ... Six amazing authors. Six incredible new tales. All set in the best-selling Viridian Gate Online Universe. Side Quests is an anthology for fans, by the fans! Included in Side Quests: "A Gentleman's Work" by James A. HunterWhen an Imperial Inquisitor captures a Thieves Guild Operative, Cutter must undertake a deadly rescue mission while using every grift in the book to stay one step ahead of a Headsman's Blade. And the prize for this extraordinary quest? Nothing short of the keys to the Rowanheath Thieves Guild. Deception, subterfuge, and heavy drinking-all in a day's work for a Gentleman ..."The Funeral Parlor" by Raymond JohnsonA young spiderling is stranded in an alien land, surrounded by hostile creatures. Forced to fight for her life in a bid to find her way home, she must transform into the predator she is destined to become or die alone and forgotten, trapped in a dark world know as the Shadowverse."The Raiding of Rowanheath" by J.D. AstraThe Crimson Alliance has breached the walls of Rowanheath, inciting Aleixo Carrera's rage. Now Abby and her rag-tag invasion crew must reach the keep's Command Center before the defending troops mobilize and shut down the takeover, else they'll lose the battle and the war for Eldgard's freedom."The Ballad of Jaro Edgewalker" by N.H. PaxtonJaro is an assassin, and he's good at it. But when he finds a foe that is insurmountable by normal means and uncovers a plot to destroy everything he loves, Jaro has to balance his morality with his love for his friends and make an incredibly difficult decision."Buried Alive" by Nicholas ReidCarlos Vega thinks he's escaping certain death by entering the virtual world of V.G.O., but instead he's swallowed alive by the deadly Barren Sands. He'll have to overcome the riddles and horrors of a long-forgotten temple in order to escape, but can he do it before the evil sealed there centuries ago finds him?"A Final Kindness" by D.J. BoddenAlan Campbell was a talker, not a fighter, until someone murdered his girl. He'd almost given up on finding the killers; now he's got a fresh lead, a trio of mercenaries who outclass him in every way but his wits.

He'll cheat, bluff, and steal to get his revenge, and as one of V.G.O.'s immortal travelers, he's willing to die trying. Want to keep up with the Viridian Gate Online Universe? Visit Shadow Alley Press and subscribe to our mailing list!

A broke gamer. A deadly online world. Can Dahlia level up fast enough to keep the debt collectors at bay? Dahlia has to pay off her dead father's bills or risk her life in the lithium mines. Which... no thank you. Besides, the world is run by tech, and this gamer girl is determined to explore the virtual world her father was so obsessed with and get rich while she's at it. So, she sells everything and rents a premium VR pod to play Eternal Online. Enter the toughest realm available? Check. Discover the fastest way to loot without dying?... in progress. But when Dahlia finds an epic quest chain that others have overlooked, she thinks she's struck gold. What she doesn't expect is to make friends with two deadly warriors and one powerful creature, or find a world boss gunning for them all. Experience the start of an Epic LitRPG adventure perfect for fans of Travis Bagwell, Carrie Summers, Outspan Foster. Also available on Audible, narrated by Andrea Parsneau (The Wandering Inn, Swing Shift).

Build. Evolve. Conquer. Welcome to a whole new kind of Boss Battle... Roark von Graf fought his way up from the bottom to become not only the Dungeon Lord of the Cruel Citadel, but the leader of the Troll Nation, making underhanded alliances with other dungeons and players along the way. Until now, he's only had to worry about his enemies attacking from inside the game. But Lowen, the Tyrant King's right-hand man, has found a way to attack the players in league with Roark IRL, laying siege to the company that keeps Hearthworld's servers running and capturing the very Devs who can take Roark apart byte by byte. To stop Lowen and his Divine armies once and for all, Roark will have to drag the magics of the game into the real world, harness deadly new technologies, and build dungeons in places no Dungeon Lord has ever gone before. The fate of Earth hangs in the balance. The duel between Dungeon Lords has begun. And one of them isn't leaving Hearthworld alive... From James A. Hunter-author of Bibliomancer, Shadowcroft Acadmey for Dungeons, and Viridian Gate Online-and eden Hudson, author of Path of the Thunderbird and Death Cultivator, comes the fifth installemnt in the bestselling Rogue Dungeon series!

Jade has spent her life fighting boredom in the terminally ill ward. Surfing the net or reading, she always envied the ability of others to go out and experience the world. She knew her wish to live a normal life was far beyond her reach, but after waking up one morning without the sounds of her life support, she opens her eyes and finds herself with a weak but healthy body in a magical world. As blue game-like system notifications fill her vision, she knows that she'll have to adapt quickly in order to survive

First Black Library novel starring the mysterious alien race the tau In the jungles of the Dolorosa Coil, a coalition of alien tau and human deserters have waged war upon the Imperium for countless years. Fresh Imperial Guard forces from the Arkhan Confederates are sent in to break the stalemate and annihilate the xenos. But greater forces are at work, and the Confederates soon find themselves broken and scattered. As they fight a desperate guerrilla war, their only hope may lie in the hands of a disgraced commissar, hell-bent on revenge.

Improvise. Overcome. Adapt. Only five days have passed since Jade was brought to a distant world and a new life. Mobile for the first time ever, Jade is given the chance to do something she's always wanted: attend school. Dracona isn't your typical school, however. In Andara she needs to learn all the skills an adventurer needs. For her, that means how to cast magic and use weapons without hurting herself. She'll have to learn fast because the obstacle course isn't the only thing challenging her progress; she's racing against the clock to learn how to beat the Mesmer before they find her. With both enemies and allies all around, Jade must hit the ground running, because what's chasing her may be worse than the hospital bed she left behind. Turns out that adapting to a new world is only the first step. The author of the Yancy Lazarus series introduces a golem forged from the ashes of WWII in "a dark tale of vengeance and redemption" (Domino Finn, author of the Black Magic Outlaw series). Levi Adams is a soft-spoken, middle-aged Mennonite man—at least he tries to be when he's not murdering people. Levi's a golem, a Mudman, crafted from the muck, mire, and corpses of a World War II concentration camp and saddled with a divine commission to dole out judgment on those who shed innocent blood. But now, after seventy years as a cold-blooded murder machine, he's turned to AA meetings and church services to help change his grisly nature. Until he runs across a wounded girl, Sally Ryder, during one of his "hunting expeditions." Someone is attempting to revive a pre-Babylonian murder god, and the road to rebirth is paved with dead bodies. Lots and lots of them. Now, Levi must protect Sally—the key to an unspeakable resurrection—and defeat a Nazi mage from his murky past, one who holds a terrible secret about the Mudman's unorthodox birth. It's a secret Levi would pay anything to uncover: maybe even Sally's life. If Levi isn't careful, he may end up turning into the monster he always imagined himself to be. "A timeless tale of striving against evil . . . Highly recommended if you like paranormal thrillers, psychological thrillers and books such as Jeff Lindsey's Dexter Morgan series, Thomas Harris' Hannibal Lecter books, the TV show Supernatural." —Port Jericho "A mash of styles and creative ideas, blending religious mythology from Jewish and Christian beliefs alongside Nazi atrocities and supernatural ghouls." —TheBookBeard's Blog

After fleeing the authorities in the Imperial city of Altdorf, Felix Jaeger swears a drunken oath to dour dwarf Gotrek Gurnisson to record his death saga. In the cold light of day, Felix's worst fears are confirmed as he learns that Gotrek is a Trollslayer - a dwarf doomed to seek out a heroic death in battle to atone for an unknown personal disgrace. Their travels throw them into a string of extraordinary adventures as Felix tries to survive his companion's destiny.

November, 2042 It's been a busy month for thirty-two-year-old Jack Mitchel: Three weeks ago, he died. Two weeks ago, he founded the first Faction in the ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. A week and a half ago the world ended, destroyed by a cataclysmic asteroid. Seven days ago, he conquered the Imperial city of Rowanheath, bringing all of Eldgard to the brink of war. Though Jack's Faction, the Crimson Alliance, has a tenuous truce with tech genius and Imperial lord, Robert Osmark, Jack knows it can't last. Osmark is devious and power hungry, and it's only a matter of time before he sends his forces to wipe Jack and his underdog crew off the map for good. If Jack hopes to survive another month inside of VGO, he must find a way to beat Osmark and his army of bloodthirsty thugs, and a new quest-the Path of the Jade Lord-may be just the ticket. But this quest will be far harder than anything Jack's faced before, pushing him to his mental, physical, and moral limits. And if Jack isn't careful, his quest to defeat Osmark and the Empire may end up turning him into the despot he's been fighting against. "Viridian Gate Online: The Jade Lord is a fast-paced litRPG romp packed with game-world expanding worldbuilding and killer action. Even as it moves the story of Grim Jack toward an inevitable confrontation, it packs a wallop with a revelation that blows the doors off and clears a path to further adventures." -S.R. Witt, Author of the Electric Shadow Series

A travel-friendly puzzle-packed book that keeps the brain in shape One of the best ways to exercise the mind is through word and logic games like word searches and Sudoku. Studies have shown that doing

word searches frequently can help prevent diseases like Alzheimer's and dementia. Word Searches For Dummies is a great way to strengthen the mind and keep the brain active plus, it's just plain fun! This unique guide features several different types of word searches that take readers beyond simply circling the answer: secret shape word searches, story word searches, listless word searches, winding words, quiz word searches, and more. It provides a large number of puzzles at different levels that will both test and exercise the mind while keeping the reader entertained for hours.

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.

Not even gods are safe from the power of the fabled Doom-Forged weapon. Grim Jack didn't set out to be the leader of Eldgard's united armies, but with dungeons falling one by one and hordes of Vogthar pouring into the material plane, it's up to him to save both citizens and travelers from digital destruction. His doomsday weapon will take him straight into the heart of Morsheim, but once there, even the combined might of the Empire and the Crimson Alliance might not be enough. He'll have to uncover secrets buried for millennia just to get within striking distance of a death god gone mad, and the choices he'll make will change him and the world forever... From James A. Hunter the Bestselling Author of the Yancy Lazarus Series, Rogue Dungeon, and Bibliomancer (The Completionist Chronicles Expanded Universe) comes the seventh installment in the LitRPG epic, Viridian Gate Online! Jack's adventures in a cutthroat virtual reality fantasy world will grip fans of Ready Player One and The Stormlight Archive alike. With over 250,000 copies sold, this is one series you don't want to miss.

Roark von Graf-hedge mage and lesser noble of Traisbin-is one of only a handful of Freedom fighters left, and he knows the Resistance's days are numbered. Unless they do something drastic... But when a daring plan to unseat the Tyrant King goes awry, Roark finds himself on the run through an interdimensional portal, which strands him in a very unexpected location: an ultra-immersive fantasy video game called Hearthworld. He can't log out, his magic is on the fritz, and worst of all, he's not even human. He's a low-class, run-of-the-mill Dungeon monster. Some disgusting, blue-skinned creature called a Troll. At least there's one small silver lining-Roark managed to grab a powerful magic artifact on his way through the portal, and with it he might just be able to save his world after all. Unless, of course, the Tyrant King gets to him first ... From James A. Hunter, author of the litRPG epic Viridian Gate Online, and eden Hudson, author of Legend of the Treesinger and the Jubal Van Zandt Series, comes an exciting new litRPG, dungeon-core adventure you won't want to put down! "An excellent start to a series, this book has everything I look for in a fantasy novel: action, intrigue, and evolution!" - Dakota Krout, author of the Divine Dungeon and the Completionist Chronicles

The workbook to accompany Corporate Finance: A Practical Approach, Second Edition

Can a single promise change the world? Even with the Crimson Alliance formed, Rowanheath taken, and Carrera dispatched, the onslaught never ends for Abby Hollander. Keeping the Spider Queen in check and handling water provisions was never what Abby wanted to do with her life, but it's what the war demands of her. To add to that never-ending list of demands, suddenly Naitee Mungal has need of Abby as well, and unfortunately, Abby already promised she would answer if Naitee called. Now Abby will have to go where no Traveler has ever been allowed before, face a series of grueling trials, and battle the gods themselves, risking everything to return balance and save her sorceric brethren. If she fails, the realm of Gaia could once again be overrun by the power of the elements. If she succeeds, she'll become the greatest Firebrand in all of Eldgard. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series-and bestselling author J.D. Astra, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down! He's a part-time Imperial hero, full-time thief. Lucky for him, she's not that kind of Inquisitor. Illusionist and novice spy Alan Campbell just got out of one relationship only to have another woman walk into his life: the Lady Camilla Favonius of the Imperial Inquisition. He's close to broke and left without orders. She wears plate armor in the field and around her heart. Is the lady just what the Plague Doctor ordered, or will his efforts to get a job and woo her only leave him jaded...or dead? From the city of Harrowick to the perilous depths of the Grass Sea, Alan will have to fight a corrupt syndicate, earn his place in the Thieves' Union, and face down monsters and the risen dead if he wants a happy ending. All the while, in the real world, Robert Osmark is as close to losing his company as he's ever been, and both Sandra and Jeff will have to pick sides once the battle lines are drawn. Brazen thievery, Death caught off-balance, the Dawn Elves' dirty secret, and unexpected love in Inquisitor's Foil, the third book of the Illusionist series. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

This book will introduce the reader to the wide variety of analytical techniques that are employed by those working on the conservation of materials. An introduction to each technique is provided with explanations of how data may be obtained and interpreted. Examples and case studies will be included to illustrate how each technique is used in practice. The fields studied include: inorganic materials, polymers, biomaterials and metals. Clear examples of data analysis feature, designed to assist the reader in their choice of analytical method.

Rowan taps the combined powers of Max McDaniels and David Menlo to counter the formidable armies of the demon Prusias and relies on the untested powers of Mina to outmaneuver deadly assassins.

Warlord Queek Headtaker is unlike other skaven, a fearless warrior, a general who leads from the front and the grim victor of many great battles. When King Kazador begins to gather an army at Karak Azul it falls to Queek to lead a surprise attack on the hold, but even one as cunning as he cannot resist the chance to face such a renowned hero of the dwarfs in single combat.

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

to get what they want. To win, Osmark will need to viciously crush all opposition before his plans turn to ash.

"The Road to Oxiana" by Robert Byron. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten?or yet undiscovered gems?of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

If the destruction of Earth and extinction of humanity were imminent, how far would you go to survive? Would you kill your body to save your mind? Jack Mitchel is willing to risk everything to survive the apocalypse-including his essential humanity. An EMT in 2042 San Diego, Jack knows he won't survive the impact of the massive asteroid hurtling towards Earth. After all, he's not one of the handful of lucky lottery winners scheduled for rescue. But he did luck into a NexGenVR capsule, which means Jack can risk a one-way trip to the virtual reality world of Viridan Gate Online, a completely immersive online multiplayer fantasy role-playing game, or RPG. The transition to Viridian Gate Online (V.G.O.) is irreversible, and will kill Jack's corporeal form. And once players transition fully into the world of V.G.O., the risks aren't over-from cutthroat fellow players to greedy developers eager to replicate the wealth discrepancies of Earth in virtual reality, V.G.O. is just as dangerous as the 'real world' was. If Jack can't game the system, he's going to be trading in a quick death for a long, brutal one... LitRPG books combine tropes and themes from role-playing games with sci-fi and fantasy elements to tell a unique story that's exciting and super-relevant to today's world. Jack's adventures in a cutthroat virtual reality fantasy world will grip fans of Ready Player One and The Stormlight Archive alike. With over 200,000 copies sold, this is one series you don't want to miss!

Viridian Gate OnlineInquisitor's Foil

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.

Swashbuckling teen romance to coincide with release of the third PIRATES OF THE CARRIBEAN movie in Summer 07! Ahoy, hotties! A beautiful, plucky seventeen-year-old finds herself aboard a pirate ship...where danger lurks in every corner, but a certain dark-eyed pirate in search of buried treasure may just steal her heart. This high-seas romance will have readers swooning.

'The history, science, art, literature and everyday applications of all the elements from aluminium to zinc' The Times Everything in the universe is made of them, including you. Like you, the elements have personalities, attitudes, talents, shortcomings, stories rich with meaning. Here you'll meet iron that rains from the heavens and noble gases that light the way to vice. You'll learn how lead can tell your future while zinc may one day line your coffin. You'll discover what connects the bones in your body with the Whitehouse in Washington, the glow of a streetlamp with the salt on your dinner table. Unlocking their astonishing secrets and colourful pasts, Periodic Tales is a voyage of wonder and discovery, showing that their stories are our stories, and their lives are inextricable from our own. 'Science writing at its best. A fascinating and beautiful literary anthology, bringing them to life as personalities. If only chemistry had been like this at school.

A rich compilation of delicious tales' Matt Ridley, Prospect 'A love letter to the chemical elements. Aldersey-Williams is full of good stories and he knows how to tell them well' Sunday Telegraph 'Great fun to read and an endless fund of unlikely and improbable anecdotes' Financial Times

Over the past seventy years, a staggering array of new pigments and binders has been developed and used in the production of paint, and twentieth-century artists readily applied these materials to their canvases. Paints intended for houses, boats, cars, and other industrial applications frequently turn up in modern art collections, posing new challenges for paintings conservators. This volume presents the papers and posters from "Modern Paints Uncovered," a symposium organized by the Getty Conservation Institute, Tate, and the National Gallery of Art and held at Tate Modern, London, in May 2006. Professionals from around the world shared the results of research on paints that have been available to artists since 1930--the date that synthetic materials began to significantly impact the paint industry. Modern Paints Uncovered showcases the varied strands of cutting-edge research into the conservation of contemporary painted surfaces. These include paint properties and surface characteristics, analysis and identification, aging behavior, and safe and effective conservation techniques.

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

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.

Anagram Solver is the essential guide to cracking all types of quiz and crossword featuring anagrams. Containing over 200,000 words and phrases, Anagram Solver includes plural noun forms, palindromes, idioms, first names and all parts of speech. Anagrams are grouped by the number of letters they contain with the letters set out in alphabetical order so that once the letters of an anagram are arranged alphabetically, finding the solution is as easy as locating the word in a dictionary.

If you had to choose between your life and your dreams, would you ever wake up? Alan Campbell thought he'd gotten his dream job working on a revolutionary VRMMORPG with Osmark Technologies, until the project was canceled. He has one weekend to dive into an untested world full of intrigue, violence, and corruption to prove that Viridian Gate Online works, but the AIs running the game have their own plans for his soul. Set a year before the events of "Viridian Gate Online: Cataclysm," The Illusionist: Nomad Soul takes you back to when VGO was just a game, or so it seemed. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, and War God's Mantle-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

Second in the Rifiers Trilogy, Hugo Award-winning author Peter Watts' Maelstrom is a terrifying explosion of cyberpunk noir. This is the way the world ends: A nuclear strike on a deep sea vent. The target was an ancient microbe—voracious enough to drive the whole biosphere to extinction—and a handful of amphibious humans called rifiers who'd inadvertently released it from three billion years of solitary confinement. The resulting tsunami killed millions. It's not as though there was a choice: saving the world excuses almost any degree of collateral damage. Unless, of course, you miss the target. Now North America's west coast lies in ruins. Millions of refugees rally around a mythical figure mysteriously risen from the deep sea. A world already wobbling towards collapse barely notices the spread of one more blight along its shores. And buried in the seething fast-forward jungle that use to be called Internet, something vast and inhuman reaches out to a woman with empty white eyes and machinery in her chest. A woman driven by rage, and incubating Armageddon. Her name is Lenie Clarke. She's a rifier. She's not nearly as dead as everyone thinks. And the whole damn world is collateral damage as far as she's concerned. . . . At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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