

## Barrow King The Realms Book One An Epic LitRPG Adventure

Sham and the stable boy Agba travel from Morocco to Franco to England where, at last, Sham's majesty is recognized and he becomes the "Godolphin Arabian," ancestor of the most superior Thoroughbred horses.

Condemned as a murderer for killing the man who dishonored his sister, Blaine "Mick" McFadden has spent the last six years in Velant, a penal colony in the frigid northern wastelands. Harsh military discipline and the oppressive magic keep a fragile peace as colonists struggle against a hostile environment. But the supply ships from Dondareth have stopped coming, boding ill for the kingdom that banished the colonists. Now, as the world's magic runs wild, McFadden and the people of Velant must fight to survive and decide their fate ... From Gail Z. Martin, author of the beloved series THE CHRONICLES OF THE NECRONANCER and THE FALLEN KINGS CYCLE, comes a new fantasy adventure for the ages. Welcome to the end of the world>Welcome to the beginning of THE ASCENDANT KINGDOMS SAGA.

Analyzes the art of reading and suggests ways to approach literary works, offering techniques for reading in specific literary genres ranging from fiction, poetry, and plays to scientific and philosophical works.

What the Hell Happened to Lex?All Lex wanted was to help his good buddy Gryph find his sister and maybe save the world along the way. But everything goes wrong from the start when Lex gets separated from Gryph during their transfer into the Realms. Lost, alone, and forced to live the same day over and over, Lex must defeat the agent of a despotic god, uncover hidden truths about himself, and find his way back to his friend. If he fails the Realms face destruction.Killing Time is a novel that bridges the gap between The Realms Book One: Barrow King and the soon to be released The Realms Book Two: The Lost City. It is a tale of adventure, mayhem and loyalty, filled with crazy action, way too much stupidity and tons of laughs.The Realms Reading OrderBarrow King: The Realms Book One.Killing Time: The Realms Book 1.5.The Lost City: The Realms Book Two. (Coming Soon)

Postcolonial Realms of Memory

Troll Nation

The Realms Book 7: (An Epic Progression Fantasy LitRPG Novel)

Barrow of the Forgotten King

The Quintessence

Dead Must Die

How to Read a Book

" A breathtaking fantasy set in an extraordinary fairy-tale world, with deceptive twists and an addictively adorable cast who are illusory to the end. Just when I thought I'd figured each out, Sara Ella sent me for another ride. A wholly original story, Unblemished begins as a sweet melody and quickly becomes an anthem of the heart. And I'm singing my soul out. Fans of Once Upon a Time and Julie Kagawa, brace yourselves. " —Mary Weber, award-winning author of the Storm Siren Trilogy
Eliyana can't bear to look at her own reflection. But what if that reflection—on a night when she's alone in a room where her mother is used to the shadows, with a birthmark covering half her face, she just hopes to graduate high school unscathed. That is, until Joshua hops a fence and changes her perspective. No one, aside from her mother, has ever treated her like he does: normal. Maybe even beautiful. Because of Joshua, Eliyana finally begins to believe she could be loved. But one night her mother doesn't come home, and that's when everything gets weird.

Now Joshua is her new, and rather reluctant, legal Guardian. Add a hooded stalker and a Central Park battle to the mix and you've gone from weird to otherworldly. Eliyana soon finds herself in a world much larger and more complicated than she's ever known. A world enslaved by a powerful and vile man. And Eliyana holds the answer to defeating him. How can an ordinary girl, a blemished girl, become a savior when she can't even save herself? " Lyricaly written and achingly romantic—Unblemished will tug your heartstrings!" —Melissa Landers, author of Alienated, Invaded, and Starflight
" Self-worth and destiny collide in this twisty-turny fantasy full of surprise and heart. Propelled into a world she knows nothing about, Eliyana learns that the birthmark she despises is not quite the superficial curse she thought it was—it's worse, and the mark comes with a heavy responsibility. Can she face her reflection long enough to be the hero her new friends need? With charm and wit, author Sara Ella delivers Unblemished, a magical story with a compelling message and a unique take on the perils of Central Park. " —Shannon Dittemore, author of the Angel Eyes trilogy
" Unblemished is an enchanting, beautifully written adventure with a pitch-perfect blend of fantasy, realism, and romance. Move this one to the top of your TBR pile and clear your schedule—you won't want to put it down!" —Lorie Langdon, author of the Amazon bestselling DOON series
" Unblemished had me from the first chapter—mystery, romance, and mind-blowing twists and turns that I SO did not see coming! The worlds Sara Ella builds are complex and seamless; the characters she creates are beautifully flawed. Readers are sure to love this book and finish it, as I did, begging for more!" —Krista McGee, author of the ANOMALY trilogy

Frodo Baggins, bearer of the Ring of Power that would enable the evil Sauron to destroy all that is good in Middle-earth, takes on the task of carrying the Ring to Mount Doom to oversee its destruction. A new cover features artwork from the upcoming film adaptation of "The Lord of the Rings: The Fellowship of the Ring," starring Elijah Wood, Sir Ian McKellen, Cate Blanchett, and Liv Tyler, scheduled for release in December. Copyright © Libri GmbH. All rights reserved.

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Alex is a Glitch Hunter, wielder of a magical bracer that allows him to see the world in terms of things such as hit points and experience. He was brought from another world to hunt dangerous creatures called Glitch that defy the natural order. With enough experience he can unlock powerful abilities of his own to fight them A whole new lifeThe life of a Glitch Hunter has its perks. Being able to move among the powerful, being desired by women, but it holds great risks as well. Saving the city of Falkir will require Alex to master his new abilities or watch the populace perish in agony.

The Fellowship of the Ring

Crucible Book 2 - Blighted. (A Cultivation Progression Fantasy)

Chaos Rising

The Classic Guide to Intelligent Reading

(an Epic LitRPG Progression Fantasy Novel)

Barrow King - The Realms Book One

The Realms: Master of the Dungeon - Book One

*Cultivation. Progression. Ascension. On the world of Crucible, where humanity's spiritual artists train to fight in a war of universal proportions, Aryc Tal Venn has the potential to be one of the gods. But when he accidentally unleashes heretical powers during his Challenge, he is forced to flee his home or face the wrath of the Inquisition. With his sister by his side, Aryc begins a quest to uncover the truth of his own existence. Only to discover a terrible secret. A secret with the power to destroy humanity. Will Aryc master his unnatural powers in time to save the people of Crucible or will he be the harbinger of humanity's destruction? Hit "Buy Now" or "Read For FREE" and begin your epic cultivation journey today. Awakened - Book One of The Quintessence: Crucible is the first novel in a new epic LitRPG cultivation series brought to you by C.M. Carney, author of the #1 Bestselling LitRPG Saga The Realms that began with Barrow King. The book is chock full of Qi cycling, measurable power progression, immortal gods, intriguing characters, deadly mysteries and universe shattering threats. It is perfect for all fans of progression fantasy, including lovers of LitRPG/GameLit, western cultivation, wuxia and xianxia. Build. Evolve. Conquer. Welcome to the dawn of a whole new kind of monster... Roark von Graf built a nation on the bodies of defeated players and disgruntled mobs who wanted him dead. He grinded his way up to the level cap of the Troll Evolutionary Path and made powerful underhanded alliances along the way, but even all of that isn't enough to defeat the Tyrant King's right-hand mage, Lowen, and the Divine armies of the most powerful dungeon in the game. When Lowen and the Vault of the Radiant Shield go on the attack, Roark's only hope of survival lies in the stolen World Stone Pendant and its mysterious transmutation magic. To stand a chance against the overpowered mage, he'll have to unlock the game-changing cheat that is Mega-Evolutions. But while Roark and his Troll Nation are entrenched in an all-out battle for survival, the Tyrant King is preparing to unleash his hidden weapon—one that will hit Roark where he's most vulnerable... From James A. Hunter, author of the LitRPG epic Viridian Gate Online, and eden Hudson, author of Path of the Thunderbird and the Jubal Van Zandt Series, comes an exciting new LitRPG, dungeon-core adventure you won't want to put down! 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...*

GRYPH WOULD GIVE HIS LIFE FOR HIS SISTER, BUT SAVING HER COULD COST HIM HIS SOUL. Book 4 of The Realms. Continuing the #1 Bestselling epic LitRPG series begun in Barrow King. Gryph entered the Realms with one mission, to save his sister Brynn. He didn't want friends. He didn't want responsibilities. He didn't want to care. But even the best-laid plans go awry, and after escaping a sentient dungeon and defeating a would-be world conqueror, Gryph is no closer to finding Brynn. Then, while mourning the tragic death of a friend and grappling with the burdens of leadership, an ally, thought long dead, returns offering the slimmest of hopes. This hope takes Gryph and his friends on a journey through strange lands where they must outwit a mystical crime syndicate, evade an infallible bounty hunter and face-off against Brynn herself, now a goddess with no memory of her true self. Gryph must triumph over them all. If he fails, both he and his sister will not only lose their lives, they will lose their souls. Scourge of Souls is the #1 Bestselling sequel to the breakout LitRPG hits Barrow King, The Lost City and Killing Time. It is filled with skill progression, crunchy stats, rpg character sheets, great world building, tons of humor and action that is "a great continuation to one of the best LitRPG series out there." - theKid on Amazon. WARNING: Welcome to your new favorite genre. LitRPG/GameLit books usually feature adventures in a fantasy setting or sci-fi world and feature the progression and gaming elements from tabletop roleplaying games like Dungeons & Dragons 5e and Pathfinder with epic RPG video games like The Elder Scrolls: Skyrim and MMO's like Warcraft. It features leveling up, crunchy stat, a rpg character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. The Realms will take you back to the days when D&D books were new, and The Elder Scrolls were a glint in the programmer's eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! The Realms is a non harem LitRPG series that contains action violence, and some swears, but no sex and is appropriate for teens and adults. Perfect for fans of The Ritualist, Underworld and Life Reset. Scourge of Souls is also available in print and as a LitRPG audiobook narrated by Armen Taylor. The Realms - An Epic LitRPG Series. Suggested Reading Order Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God Chaos Rising The Ravaged Land Source Forge (Coming Soon)

Sites and Symbols in Modern France

The Realms Book Collection Volume 1

Flamecaster

Untitled Rothfuss 3 Of 3

Swordmage

Street Cultivation

What the Hell Happened to Lex? - A Realms Side Quest.All Lex wanted was to help his good buddy Gryph find his sister and maybe save the world along the way. But everything goes wrong from the start when Lex gets separated from Gryph during their transfer into the Realms. Lost, alone, and forced to live the same day over and over, Lex must defeat the agent of a despotic god, uncover hidden truths about himself, and find his way back to his friend. If he fails the Realms face destruction.Killing Time is a side quest novel that bridges the gap between The Realms Book One: Barrow King and the The Realms Book Two: The Lost City. It is a tale of adventure, mayhem, and loyalty, filled with crazy action, way too much stupidity and tons of laughs.The Realms - An Epic LitRPG Series.1) Barrow King2) The Lost City 3) Killing Time (A Side Quest)

Veterinarian Abra Barrow tries to save her marriage when she realizes there is something seriously wrong with her husband after he returns from a research trip to Romania and starts acting like a caged animal.

Barrow King: The Realms Book One - (An Epic LitRpg Adventure)Realms

R.A. Salvatore's The Cleric Quintet tells the tale of the scholar-priest Cadderly, who is plucked from the halls of the Edificant Library to fulfill a heroic quest across the land of Faerûn. Cadderly leads the combined forces of Carradoon and Shilmista against Castle Trinity, stronghold of his enemy Aballister. But another mission calls him on a journey leading into a past he hoped he would be able to forget.

An Epic Progression Fantasy LitRPG Novel

Being the First Part of The Lord of the Rings

Rogue Evolution

Awakened - Book One of The Quintessence

Crucible: (An Epic Cultivation LitRPG Saga)

The Fallen Fortress

Blade Breaker

The sequel to the bestselling LitRPG epic Barrow King."I cannot believe that idiotic plan worked." The only thing Gryph wanted when he entered the Realms was to find his missing sister. Then he pissed off a power-hungry god, got stuck in the undead hell dungeon known as the Barrow and nearly had his soul consumed. Then things trended upwards, and with the help of a ragtag group of companions, Gryph escaped to a verdant paradise of magic and wonder. But when his exposed secrets lead to betrayal and murder, Gryph is forced to accept an insane quest or his new friends will face the headman's axe.Now, to stop a world-conquering zealot from capturing an ancient weapon of incredible power, Gryph must become the one thing he never wanted to be, a leader. Standing in his way are a group of crazed cultists, an army of deadly magical machines, and friends who no longer trust him. And he is still no closer to saving his sister. The Lost City, the sequel to the breakout hit Barrow King, is an overflowing cauldron of leveling, world building, humor, and action.The Realms - An Epic LitRPG Series1) Barrow King2) Killing Time (A Side Quest)3) The Lost City

From International Best-Selling Author Stuart Thaman: The Seven Portals to Wonder changed the world. The most advanced AI ever created powered the worlds, bringing infinite possibilities and endless adventure to everyone across the globe. War on Earth practically ceased as most of the planet's population became addicted to the game.Ben Hales was no different. He spent a few years saving enough money to buy lifetime passes for both himself and his daughter, Ingrid. Now he has the cash, and Ingrid just turned 16, the minimum age required to play. Not everything-or everyone-in Wonder is quite as it seems. Evil lurks both inside and outside the game, and that evil wins Ben all too soon.Ravaged by loss and consumed by hatred, Ben awakens an ancient necromancer and a host of long-forgotten classes. Now he's building his citadel of darkness and raising an army of the dead with a singular goal: revenge.If it means the death of everyone inside Wonder... so be it.Check out Stuart Thaman's other epic fantasy and LitRPG novels! You can find them all at stuartthamanbooks.com today

**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 Jolnar 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!

Simon died once. He'll be damned before he dies twice.Simon never asked to become the new dungeon master of the Barrow, but a millennia-old teenager stuck in the skull of a dead lich has few life options. After bonding with the Barrow's dungeon core, he learns they are near death from hunger and only by consuming the life energy and experiences of sentient beings can they survive. Lucky for Simon a party of murderous adventurers invades the Barrow in search of treasure and glory. They look to be a perfectly tasty meal until one transforms into the undead in all its forms, especially teenagers stuck in skulls bonded to dungeons.If Simon can't master his new powers, defeat invaders bent on plunder and convince the Barrow to take a kinder, gentler approach to feeding, then he will die a second time. And this time it'll be permanent. Dead Must Die is a Short Novella set in the Bestselling The Realms universe. It takes place sometime after Barrow King but before the events of Scourge of Souls.Click "Buy Now" or "Read for Free" and read the #1 Bestselling Epic Fantasy series. The Realms - An Epic Fantasy Series. Suggested Reading OrderBarrow KingThe Lost CityKilling Time Dead Must Die (A Side Quest)Scourge of Souls

The Realms Book Five: (An Epic LitRPG Series)

A LitRPG Adventure

Unblemished

Grimdark LitRPG

Dodge Tank

Blades of the Moonsae

The Cleric Quintet

*Describes a series of nineteenth-century British expeditions into Africa, the Arctic, and Antarctica, chronicling the adventures of explorers who ventured into some of the most perilous unknown regions of the world.*

The Realms continues in this epic sequel to the Bestsellers Barrow King and Scourge of Souls. "We could and this war before it begins." Gryph thought freeing his sister Brynn from the shackles of the High God would be the end of his mission. Only to learn it was just the beginning. Tasked with building an army for the Resistance, Gryph quickly realizes it will never be enough to curb the High God's despotic quest to control the Realms. Victory seems hopeless. But then a long-buried secret resurfaces, and a desperate plan is hatched. The survival of the Realms is in Gryph's hands. If he fails, billions of souls will suffer a fate worse than death. Can Gryph uncover the mysteries of his past in time to save the Realms, or will his actions hand victory to the High God? The Forsaken God continues the #1 Bestselling epic LitRPG saga that began in Barrow King. The Realms will never be the same. Click "Buy Now" or "Read for Free" to continue your quest into the #1 Bestselling Epic LitRPG/GameLit Fantasy series. The Realms - Suggested Reading Order. Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God

Jake is an ordinary guard in training living in the Republic, a safe haven built for those not blessed with the supernatural abilities known as Sol. After an attack by a ferocious army of corpse-like creatures leaves all of the active guards under siege, Jake must join a ragtag team comprised of himself, a foul-mouthed boy, a vigilante, and a princess to save the Republic and possibly the world. Will he discover the secret origins of these dreadful invaders? Or will his jaded and argumentative team fall apart before he can discover the truth and fight for his nation? Get ready for fast-paced action, hard-fought battles, and a plethora of explosions as the curtain rises on the Sol series!

Determination. Predestination. Redemption. Aryc Tal Venn was supposed to be the savior of the universe. But a fateful decision left him blighted, unable to cultivate the primal Aether into the life-empowering energy of the Quintessence. With nothing but hope, Aryc undertakes a desperate quest to reverse his blighting. Yet the way is not easy and there are those on Crucible who covet Aryc's lost power. Those who will do anything to take it for themselves. Despite the dangers, Aryc must fight. But when a terrible truth challenges everything he believes, Aryc is forced to question whom he fights for and why? Destiny comes for Aryc Tal Venn and the fate of the universe rests in his hands. Blighted - Book Two of The Quintessence: Crucible continues the epic progression fantasy cultivation series brought to you by C.M. Carney, author of the #1 Bestselling LitRPG Saga The Realms. The book is chock full of Qi cycling, measurable power progression, immortal gods, intriguing characters, deadly mysteries and universe shattering threats. It is perfect for all fans of progression fantasy, including lovers of LitRPG/GameLit, western cultivation, wuxia, and xianxia.

Ice Forged

Glitch Hunter

Realm Breaker

The Realms Book One (a LitRPG Adventure)

A LitRPG Novel

The Odyssey

(an Epic Progression Fantasy LitRPG series)

In a world where some people are born with extreme and often-feared skills called Graces, Katsa struggles for redemption from her Grace of killing, and teams up with another young fighter to save their land from a corrupt king.

A BETRAYED SPY TURNED NOOB HERO. From the #1 Bestselling Author of The Quintessence: Crucible. Betrayed by those closest to him, Finn Caldwell thought he'd escaped his life of violence and deception. But when a frantic message from his estranged sister draws him into The Realms, the world's most advanced holographic reality game, Finn is forced to embrace his deadly skills once more. Armed with a mysterious artifact known as a Godhead, Finn becomes the warrior-mage Gryph. But, what starts as a rescue mission becomes something far more when Finn learns that The Realms is not just a game, but a real universe, one threatened by the machinations of a mad god. Banished to a horrific sentient dungeon, Finn must learn the rules of this strange new world and defeat an ancient revenant who survives by consuming souls. Only then will he have any hope of saving his sister, and the new world they both call home. Barrow King is the first volume in the #1 Bestselling Epic LitRPG Saga The Realms, a book that is "mind blowing and flawless in its execution." - Ray Johnson of the LitRPG Audiobook Podcast. WARNING: Welcome to your new favorite genre. LitRPG/GameLit books usually feature adventures in a fantasy setting or sci-fi world and feature the progression and gaming elements from tabletop roleplaying games like Dungeons & Dragons 5e and Pathfinder with epic RPG video games like The Elder Scrolls: Skyrim and MMO's like World of Warcraft. It features leveling up, crunchy stat, an rpg character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. The Realms will take you back to the days when D&D books were new and The Elder Scrolls were a glint in the programmer's eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! The Realms is a non harem LitRPG series that contains action violence, and some swears, but no sex and is appropriate for teens and adults. Killing Time is also available in print and as a LitRPG audiobook narrated by Armen Taylor. Perfect for fans of Awaken Online, Ascend Online, The Ten Realms and Groundhog's Day. The Realms - An Epic LitRPG/GameLit Fantasy Series. Suggested Reading Order. Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God Chaos Rising Ravaged Land

WHAT THE HELL HAPPENED TO LEX? Continuing the #1 Bestselling Epic LitRPG series The Realms that began in Barrow King, All Lex wanted was to help his good buddy Gryph find his sister and maybe save the world along the way. But everything goes wrong from the start when Lex gets separated from Gryph during their transfer into the Realms. Lost, alone, and forced to live the same day over and over, Lex must defeat the agent of a despotic god, uncover hidden truths about himself, and find his way back to his friend. If he fails the Realms face destruction. Killing Time is the #1 Bestselling sequel to Barrow King and The Lost City. It is a frenetic LitRPG time travel adventure overflowing with off the wall humor, bufoonish action, way too much stupidity and unique character progression that made one reviewer wish they could "Give it Ten Stars. So effing funny!" - Clinton Bruce on Amazon. WARNING: Welcome to your new favorite genre. The Realms will take you back to the days when D&D books were new, and The Elder Scrolls were a glint in the programmer's eye. Embrace the adventure, portal to a new world and prepare to lose sleep! The Realms is a non harem LitRPG series that contains action violence, and some swears, but no sex and is appropriate for teens and adults. Killing Time is also available in print and as a LitRPG audiobook narrated by Armen Taylor. Perfect for fans of Awaken Online, Ascend Online, The Ten Realms and Groundhog's Day. The Realms - An Epic LitRPG/GameLit Fantasy Series. Suggested Reading Order. Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God Chaos Rising Ravaged Land

Discover a whole new realm of adventure! When a wandering swordmage, trained by the elves of Myth Dramer, returns to his boyhood home on the windswept shores of the Moonsae, he finds that corruption has taken hold, leaving his friends and family open to a devastating evil. Swordmage was the first novel to fully embrace the exciting new elements from the next edition of the Dungeons & Dragons game. This paperback resize releases fresh on the heels of the Forgotten Realms Campaign Guide, and showcases a major revision to the Forgotten Realms world that has fans buzzing.

Graceling

Sol Book One

The Better to Hold You

Heir of Fire

Void

The Realms Book 1.5 - (a Humorously Epic LitRPG Adventure)

The Forsaken God

Set in the world of the New York Times bestselling Seven Realms series, a generation later, this is a breathtaking story of dark magic, chilling threats, and two unforgettable characters walking a knife-sharp line between life and death. This dazzling beginning to a new series is indispensable for fans of Cinda Williams Chima and a perfect starting point for readers who are new to her work. Adrian sul'Han, known as Ash, is a trained healer with a powerful gift of magic—and a thirst for revenge. Ash is forced into hiding after a series of murders throws the queendom into chaos. Now he's closer than ever to killing the man responsible, the cruel king of Arden. With time running out, Ash faces an excruciating choice: Can he use his powers not to save a life but to take it? Abandoned at birth, Jenna Bandelow was told that the magemag on the back of her neck would make her a target. But when the King's Guard launches a relentless search for a girl with a mark like hers, Jenna assumes that it has more to do with her role as a saboteur than any birth-based curse. Though Jenna doesn't know why she's being hunted, she knows that she can't get caught. Eventually, Ash's and Jenna's paths will collide in Arden. Thrown together by chance and joined by their hatred of the ruthless king, they will come to rescue each other in ways they cannot yet imagine.

Book One of the Bestselling Epic LitRPG series The Realms. Even the gods fear the rise of chaos. WAR IS COMING TO THE REALMS, and only Gryph and the power of his Godhead can prevent the apocalypse. With his loyal NPC Lex at his side, Gryph scrambles to rescue a spy with information critical to the survival of his people. A spy who happens to be Gryph's younger sister. But when an unknown foe rips Gryph from the Realms, Lex must lead a rag-tag bunch of companions to find the one man who can get Gryph back. Their quest has barely begun, when they learn the Princes of Chaos have turned their mischievous eyes on the Mortal Realms. And where their gaze falls, destruction follows. Can Lex and his pals prevent an extra-dimensional invasion in time to save Gryph? Or will chaos rise? Click "Buy" or "Read for FREE" to continue your quest into the number one best-selling Epic LitRPG/GameLit Fantasy series. The Realms - Suggested Reading Order. Barrow King The Lost City Killing Time Dead Must Die (A Side Quest) Scourge of Souls The Forsaken God Chaos Rising

Betrayed by those closest to him, Finn Caldwell thought he'd left behind his life of secrets and violence. But when an old colleague delivers a message from his estranged sister begging for his help, Finn enters The Realms, the world's most advanced holographic reality game and becomes the warrior mage known as Gryph.Armed with a mysterious artifact known as a Godhead, Gryph must defeat the Barrow King, escape the dungeon and stop a power mad tyrant, or he will never see his sister again and the world will fall to darkness.

Celena has survived deadly contests and shattering heartbreak-but at an unspeakable cost. Now, she must travel to a new land to confront her darkest truth . . . a truth about her heritage that could change her life-and her future-forever. Meanwhile, brutal and monstrous forces are gathering on the horizon, intent on enslaving her world. Will Celena find the strength to not only fight her inner demons, but to take on the evil that is about to be unleashed? The bestselling series that has captured readers all over the world reaches new heights in this sequel to the New York Times best-selling Crown of Midnight.

Ravaged Land

The Realms Book Six: (An Epic LitRPG Series)

A Dark Path

*Scourge of Souls - the Realms Book Four*

*The Realms Book 3 - (an Epic LitRPG Progression Fantasy Novel)*

Instant #1 New York Times Bestseller! "A true fantasy masterpiece."—Sabaa Tahir, #1 New York Times bestselling author In the sequel to *Victoria Aveyard*'s New York Times bestselling *Realm Breaker*, a divided world must rally, an unstoppable enemy must be defeated, and the fate of the world rests on a blade's edge. Andry, a former squire, continues to fight for hope amid blood and chaos. Dom, a grieving immortal, strives to fulfill a broken oath. Sorasa, an outcast assassin, faces her past when it returns with sharpened teeth. Valtik, an old sorceress, summons a mighty power. And Corayne, a pirate's daughter with an ancient magic in her blood, steps closer to becoming the hero she's destined to be. Together they must assemble an army to face Queen Erida and Taristan's wicked forces. But something deadly waits in the shadows, something that might consume the world before there's any hope for victory. The next installment in *Victoria Aveyard*'s New York Times bestselling *Realm Breaker* series features more breathless action, deadly twists, and gripping magic that makes this series perfect for fans of *Garth Nix* and *JRR Tolkien*. Praise for *Realm Breaker*: "A fantasy fan's dream." —*Roseanne A. Brown*, New York Times bestselling author of *A Song of Wraiths and Ruin* "A new classic." —*Marie Lu*, #1 New York Times bestselling author of *Skyhunter* "A true fantasy masterpiece." —*Sabaa Tahir*, #1 New York Times bestselling author of *An Ember in the Ashes* series

Get the first two volumes of the bestselling Epic Fantasy series at a Discount. **Barrow King A BETRAYED SPY TURNED NEWS HERO**. From the #1 Bestselling Author of *The Quintessence*: *Crucible*. Betrayed by those closest to him, Finn Caldwell thought he'd escaped his life of violence and deception. But when a frantic message from his estranged sister draws him into *The Realms*, the world's most advanced holographic reality game, Finn is forced to embrace his deadly skills once more. Armed with a mysterious artifact known as a Godhead, Finn becomes the warrior-mage Gryph. But, what starts as a rescue mission becomes something far more when Finn learns that *The Realms* is not just a game, but a real universe, one threatened by the machinations of a mad god. Banished to a horrific sentient dungeon, Finn must learn the rules of this strange new world and defeat an ancient revenant who survives by consuming souls. Only then will he have any hope of saving his sister, and the new world they both call home. **Barrow King** is the first volume in the #1 Bestselling Epic LitRPG Saga *The Realms*, a book that is "mind blowing and flawless in its execution." — Ray Johnson of the LitRPG Audiobook Podcast. **The Lost City FIRST CAME THE CLANG OF METAL FEET ON STONE ... THEN CAME THE FLAMES**. Continuing the #1 Bestselling epic LitRPG series *The Realms* that began in *Barrow King*. All Gryph wanted when he entered *The Realms* was to find his missing sister. Then he pissed off a power-mad god, was banished to the undead hell dungeon known as the Barrow and ended up face-to-maw with a soul eating lich. But with the help of a ragtag group of companions, Gryph escaped the Barrow to a verdant paradise of magic and wonder. Things were looking up, until the revelation of a deadly secret leads to betrayal and murder. Now, to stop a world-conquering zealot from capturing an ancient weapon of incredible power, Gryph must become the one thing he never wanted to be, a leader. Standing in his way are a group of crazed cultists, an army of deadly magical machines, and friends who no longer trust him. And he is still no closer to saving his sister. **The Lost City** is the #1 Bestselling sequel to the breakout LitRPG hit *Barrow King*, an overflowing cauldron of leveling, world building, humor, and action that is "one of the best LitRPG series out there." — Andrea H. on Amazon. **WARNING: Welcome to your new favorite genre.** LitRPG/GameLit books usually feature adventures in a fantasy setting or sci-fi world and feature the progression and gaming elements from tabletop roleplaying games like *Dungeons & Dragons 5e* and *Pathfinder* with epic RPG video games like *The Elder Scrolls: Skyrim* and MMO's like *World of Warcraft*. It features leveling up, crunchy stat, an RPG character sheet and skill progression. If this is your first LitRPG or GameLit, then welcome to the dark side of awesome. *The Realms* will take you back to the days when D&D books were new and *The Elder Scrolls* were a glint in the programmers eye. Embrace the adventure, portal to a new world and prepare to lose sleep! You have been warned! *The Realms* is a non harem LitRPG series that contains action violence some swears, but no sex and is appropriate for teens and adults. *The Realms* are also available in eBook and as an audiobook narrated by Armen Taylor. Perfect for fans of *The Land*, *Chaos Seeds*, *Viridian Gate Online* and *The Good Guys*. *The Realms Collection Volume 1 Box Set* contains the first two adventures in the *Realms*. *The Realms - An Epic Fantasy Series*. Reading Order **Barrow King** **The Lost City** **King** Instant #1 New York Times Bestseller! Irresistibly action-packed and full of lethal surprises, this stunning new fantasy series from *Victoria Aveyard*, #1 New York Times bestselling author of the *Red Queen* series, begins where hope is lost and asks, When the heroes have fallen, who will take up the sword? A strange darkness grows in Allward. Even Corayne an-Amarat can feel it, tucked away in her small town at the edge of the sea. She soon discovers the truth: She is the last of an ancient lineage—and the last hope to save the world from destruction. But she won't be alone. Even as darkness falls, she is joined by a band of unlikely companions: A squire, forced to choose between home and honor. An immortal, avenging a broken promise. An assassin, exiled and bloodthirsty. An ancient sorceress, whose riddles hide an eerie foresight. A forger with a secret past. A bounty hunter with a score to settle. Together they stand against a vicious opponent, invincible and determined to burn all kingdoms to ash, and an army unlike anything the realm has ever witnessed.