
Village Of Noobtown Noobtown Book 2 A Litrgp Adve

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*Village Of
Noobtown
Noobtown
Book 2 A
Litrgp Adve* 2021-05-26

AGUILAR WARREN

First Login Createspace
Independent Pub
The apocalypse will be
televised! A man. His
ex-girlfriend's cat. A

sadistic game show
unlike anything in the
universe: a dungeon
crawl where survival
depends on killing your
prey in the most
entertaining way
possible. In a flash,
every human-erected
construction on Earth--

from Buckingham Palace to the tiniest of sheds--collapses in a heap, sinking into the ground. The buildings and all the people inside have all been atomized and transformed into the dungeon: an 18-level labyrinth filled with traps, monsters, and loot. A dungeon so enormous, it circles the entire globe. Only a few dare venture inside. But once you're in, you can't get out. And what's worse, each level has a time limit. You have but days to find a staircase to the next level down, or it's game over. In this game, it's not about your strength or your dexterity. It's about your followers, your views. Your clout. It's about building an audience and killing those goblins with

style. You can't just survive here. You gotta survive big. You gotta fight with vigor, with excitement. You gotta make them stand up and cheer. And if you do have that "it" factor, you may just find yourself with a following. That's the only way to truly survive in this game--with the help of the loot boxes dropped upon you by the generous benefactors watching from across the galaxy. They call it Dungeon Crawler World. But for Carl, it's anything but a game.

Brightblade

Independently

Published

Some people are born boring. Some live boring. Some even die boring. Fred managed to do all three, and when he woke up as a vampire, he did so as a

boring one. Timid, socially awkward, and plagued by self-esteem issues, Fred has never been the adventurous sort. One fateful night - different from the night he died, which was more inconvenient than fateful - Fred reconnects with an old friend at his high school reunion. This rekindled relationship sets off a chain of events thrusting him right into the chaos that is the parahuman world, a world with chipper zombies, truck driver wereponies, maniacal necromancers, ancient dragons, and now one undead accountant trying his best to "survive." Because even after it's over, life can still be a downright bloody mess.

Skeleton with a Heart Independently

Published
For over thirty years, Dominion of Blades has been the hottest online role-playing game in the world. Any gamer with an immersion rig can enter the world of sword and sorcery, of goblins and dragons, and they can hack and slash their way to glory. But the game is too real for some, and after an epidemic of real-life fatalities, public use of the immersion technology has been banned, causing the game to be shut down. Jonah wakes to find himself in-game, level one, with no memory of how he arrived and no way to eject. With only two companions, trapped in a world that once hosted millions, Jonah must battle his way across a treacherous landscape, fighting

virtual monsters, all-too-real pain, and a very human enemy in a desperate bid to survive.

Mother of Learning:

ARC 1 Independently Published

Tim and his friends find out the hard way that you shouldn't question the game master, and you shouldn't make fun of his cape. One minute, they're drinking away the dreariness of their lives, escaping into a fantasy game and laughing their asses off. The next minute, they're in a horse-drawn cart surrounded by soldiers pointing crossbows at them. Tim now has the voice and physique of a prepubescent girl. Dave finds that while he lost a foot or two in height, he somehow acquired a suit of

armor and a badass beard. Julian's ears have grown ridiculously long and pointy. And Cooper... well Cooper has gotten himself a set of tusks, a pair of clawed hands, and a bad case of the shits. He also finds that he's carrying a bag with a human head in it - a head that he had chopped off when they were still just playing a game. Shit just got real, and if they want to survive, these four friends are going to have to tap into some baser instincts they didn't even know existed in their fast-food and pizza delivery world. It's fight, flight, or try to convince the people who are trying to kill them that they don't really exist. Meanwhile, a sadistic game master sits back in the real world eating

their fried chicken.
The Land: Foundin
Mountaindale Press
Even after pre-ordering
the pod that would
allow them to play
"Glendaria Awakens,"
Krista and Devin still
had to wait months
before they were able
to experience the
newest in VRMMORPG
(Virtual Reality
Massively Multiplayer
Online Role-Playing
Game) technology. The
wait was definitely
worth it as they
entered into a game
world that was virtually
indistinguishable from
real life -- apart from
the obvious game
elements of course.
After starting in a
typical starting town,
they learned
everything they
needed to survive in
this new world.
Journeying through the
wilderness outside of

town, the duo
progressed at a good
pace until they arrived
at the starting
dungeon. Their lives
were drastically
changed by this place
with the unassuming
name of, "Goblin
Cave."

Dominion of Blades

Createspace
Independent Publishing
Platform

Jack Jensen is a middle-
aged nobody who lives
a lackluster life in an
even more
uninteresting town.
Having sampled every
job the small town of
Merrill, Wisconsin has
to offer, he has
excelled at nothing but
growing his beer gut
and his luxurious curly
blonde hair. His life is
one of unrealized
potential and lack of
direction. Things
change one morning
when his brother, an

Army Major, lands his helicopter in the parking lot of Jack's less-than-profitable gaming store in a desperate bid to thrust the perennial slacker into the role of saving the country, the world, and even more unlikely, himself.

Heroes of Last Resort is a LitRPG series that features leveling, detailed character systems, epic world saving quests, and much more. It's perfect for fans of books like *The Land*, *Noobtown*, and *Life Reset*. Find out more about the book and the authors at flamingfistpublishing.com.

The Utterly Uninteresting and Unadventurous Tales of Fred, the Vampire Accountant
Independently
Published

An untapped frontier. Reaping and sowing. Redemption through growth. Matt is running from a life that he no longer wants, and he's found a solution. By logging in to the newest game, *Livia*, he gains chances that he can't get anywhere else. Matt chooses to cut out a new life for himself on the edge of civilization, by venturing to the frontier town of Tallrock. As soon as he gains his class, the newly minted Cycle Mage has one goal: farming. Now known in-game as *Kastigan*, he gains a starting bonus parcel of virgin land that he will need to convert to farmland from the ground up. *Kastigan* needs to decide what to grow, what animals to raise, and who to hire; all

while dealing with a Legion Commander who hates him for no apparent reason, surviving in the wild land where monsters roam freely, and uncovering lost relics from a forgotten time. If he succeeds, he will create a new home for himself. If he fails, he will lose not only his farm, but all the workers, crops, and beasts that he has spent every last penny to acquire.

Cost of Survival

Createspace
Independent Publishing Platform

For all that Jason's new life is amazing, he is about to learn that his new power, wealth, and influence comes at a price... Riding high on success, he and his team are looking to the future, preparing themselves for the

challenges to come. Nothing, however, could prepare him for the lessons his enemies have to teach. When magic is involved, the stakes can be even greater than life and death. While Jason's personal enemies make plans, the greater foes plaguing his new home have been pushed to the brink. With one powerful card left to play, they are on a collision course with Jason and his team. With no one to help and more than their lives on the line, Jason and his companions must fight with more monsters than ever in the race to grow stronger. With an invincible enemy already anticipating them, they will learn that sometimes winning the battle is

more important than surviving it. Book 3 in the bestselling He Who Fights With Monsters Series, coming Fall 2021!

Morningwood

Wraithmarked
Creative, LLC
He went by many names, Guardian Legion Commander, the Tree Knight, A member of the Order of Light. The Clan Spirit Champion, the Dragon Tamer, Phoenix Rider, shadow Whisperer and Friend of the Fairies, oh, and Anthony. He died in a war forgotten, removed from the history books. So he has rested for centuries in the dark. And then. Someone had the audacity to wake him up from his nap! Come on, is nothing sacred anymore? Aila Wranoris is a princess of the

Underdark in the Northern reaches of the Stoha Mountains. The Dark Elves have remained out of the war that has ground to a halt between the Humans and the Beast-Kin. Now, in their research they have found signs of mysterious 'doorways'. She is sent to the Deepwood in the South, between the lands of Radal in the West held by the humans and Selenus in the East, controlled by the Beast-Kin. And she just woke up a Death Knight, though this one looks like he might have hit his skull a few times and a heart beats within his chest. Their adventure has only begun. Anthony! Put on your armor dammit! Stop using your ribs as a Xylophone! You're

freaking out the Dark Elf. Lets see if they can make it?

The Head of Mimir

Aconyte

Deep below a desolate Utah mountain lies the largest platinum deposit ever discovered. A billion-dollar find, it waits for any company that can drill a world's record, three-mile-deep mine shaft. EarthCore is the company with the technology, the resources and the guts to go after the mother lode. Young executive Connell Kirkland is the company's driving force, pushing himself and those around him to uncover the massive treasure. But at three miles below the surface, where the rocks are so hot they burn bare skin, something has been waiting for centuries.

Waiting ... and guarding. Kirkland and EarthCore are about to find out firsthand why this treasure has never been unearthed.

He Who Fights with Monsters

Limitless Lands

Read opening chapters here - <http://magicdomebooks.blogspot.com/2019/03/discardium-apostle-of-gods-by-dan.html>

Your parents are getting divorced. Now, once you turn sixteen, you'll be doomed to a pitiful existence on the lowest rungs of society. The neighbor girl got plastic surgery for your sake and is levelling fast to impress you. A Sleeping God gave you its power, but now demands absolute loyalty and obedience even in real life. Something called the Destroying Plague

wants its Emissary to infect everyone alive and, as luck would have it, that Emissary is you! But the city sees you as its salvation, not a cause of great suffering... Scyth aka Alex is a potential Class-A threat to the whole world of Disgardium. That's how the system classifies imba players with an unfair advantage. However, it is hard to threaten the world while you're stuck levelling up in noob town. It's even harder when all the preventer clans are on the verge of announcing a hunt for you and even your best friends can't be trusted, all while your two patron gods tear you apart from the inside. And now, to make matters worse, your biggest enemy has just become a

threat as well.

He Who Fights with Monsters 3

Independently
Published

A ruined life. A broken heart. He thought it was the end, and his gun sat ready to make sure. But an oddball offer from his only friend comes at the literal last second. Curiosity gets the best of him, and he finds himself sucked into iNcarn8, a game claiming to be a whole new life. Now as Montana, the larger-than-life tank warrior, he has one more last time to get his life right. One More Last time is the first book in The Good Guys, a LitRPG GameLit series. If you like fast-paced adventure, RPG mechanics, and sweet level progression with a deep magic and

game system, this book is for you. It has notes of The Land and classic Dungeons & Dragons campaigns, and stars a lovable idiot of a main character who can't seem to shake his dark past and find the quiet life he so wants.

Shadow Sun Survival
Createspace
Independent Publishing Platform

The Onlivik Spores have been defeated, the dungeon tamed but at great cost. John and his friends are reeling from the losses, but the countdown to full integration to the System continues. Threatened by System-integrated races and new, more powerful monsters, John will need to get creative if he and the city are to survive. The Cost of Survival is Book 3 of

the System
Apocalypse, a LitRPG / GameLit Apocalypse book that combines modern day life, science fiction and fantasy elements along with game mechanics. [Code Hero \(Champion Is Playing Book #2\)](#)
Independently
Published

Dark forces have extended Edward Wright an offer of incredible power at a terrible cost.....and Edward has chosen to make them regret it. When Edward is swept into the world of Ivalis as a Dungeon Lord, the Dark's most powerful servant, he has no servitude in mind. He'll oppose the evil plans of the Dark god Murmur, whatever it takes. Through only his wits and his guts to help him survive a weakened arrival,

Edward must rise to power if he is to earn the right to live another day. But in the battle between Dark and Light, what can Edward choose if both sides are cruel, uncaring monsters? Cold gods laugh in the distant world of Ivalis. Heroes chase after power and experience, while Kings send their armies to their deaths in the name of the Dark and the Light. But no one expects the rise of the Dungeon Lord... And in the world of Ivalis, maybe a single man can forge his own path.

Dirty Charmer
Createspace
Independent Publishing Platform

The Questing Stones have come to Nowherested, and Evelia Greene is finally ready to receive her

life's quest. Perhaps she'll be a great warrior, or a wealthy merchant, or a brilliant mage. Perhaps her quest is simply to live a quiet life, constantly honing a craft to the heights of perfection. Or perhaps the Questing Stones will grant her the Legendary mission of popping over to the next village to pick up a loaf of bread. Wouldn't that be ridiculous? Eve can't even begin to guess how or why she's come by such an absurd life goal, nor how a level 1 Messenger Girl is supposed to complete anything labeled as Legendary, but at least she can be sure of one thing. No matter how many wolves or goblins attack, no matter how many speeding tickets she racks up, no

matter how many bakeries spontaneously combust as she steps into town, one way or another, Eve is going to get that gods-damned bread. There just might be a few Side Quests along the way.

God's Eye: Awakening: A Labyrinth World Novel Emma Chase, LLC

A realm aside from our own is the center of the realities, home to every spectrum of magic. From the beautiful to the terrible, it was all held in delicate balance by the Eternal Emperor and his immortal children. For 10,000 years, the empire was the bastion that protected the sentient races from the darkness, but the revolution, and the War of the Gods has

changed all that.... Jax is a pretty regular guy, has a job he tolerates, a girl he kinda, sorta loves...and he fights creatures from the UnderVerse in his sleep, leaving him covered in horrific scars when he wakes up. When his brother vanishes and five years later he's kidnapped as well, he's given a stark choice by his assnat of a father: Go to the UnderVerse in reality, travel to the capitol of that ruined realm at the center of reality, and open a portal for the Noble Houses to return home...or die. Slowly. That's the good news. The bad is that he has to survive the arena first, to prove his right to go. Twelve will enter, only one can leave....

Dungeon Lord Mah Publishings

From Wall Street Journal bestselling author Aleron Kong comes, *Awakening*, Book One of God's Eye, the long awaited second series of the Labyrinth Universe! Telos is a world at the center of the Universe. A bright jewel wrapped in a Lattice of realities. It is a world that gods and demons call home at the beginning of a new age. Remy is a newly risen deity, struggling to survive in a Battle Royale where the consequences are worse than death and last longer than damnation. He will find that he cannot live without his tribe of worshipers. Their strength is his, and his is theirs. Other tribes want nothing more than to feast upon their flesh and consume their power. It is a

deadly race of technology and power, faith and corruption, of commoners and legends. Gods of ancient pantheons and demons of forbidden nightmares compete in a timeless game where the stakes are the souls of every living being. These old forces will come to fear a newly risen god. His name will become a curse on their lips. His name will be a chant in the mouths of the faithful. His name will be carved in time. Zero Fell, Zero Fell, ZERO FELL!

Eat, Slay, Love Mah Publishings

The path from retail middle management to interdimensional wizard adventurer wasn't easy, but Jason Asano is settling into his new life. Now, a contest draws young

elites to the city of Greenstone, competing for a grand prize. Jason must gather a band of companions if he is to stand a chance against the best the world has to offer. While the young adventurers are caught up in competition, the city leaders deal with revelations of betrayal as a vast and terrible enemy is revealed. Although Jason seems uninvolved, he has unknowingly crossed the enemy's path before. Friends and foes made along the way will lead him to cross it again as inevitable conflict looms. After cementing itself as one of the best-rated serial novels on Royal Road with an astonishing 13 million views, the He Who Fights with Monsters Series is now available

on Kindle. It's perfect for fans of Pirate Aba, Dakota Krout, and Luke Chmilenko.

Books Are Fun to Read

Dave Willmarth

Large chests are said to encompass all manner of hopes and dreams. Men covet them. Women envy them. But one fact holds true - everyone wants to get their hands on some big ones. The same holds true for one intrepid adventurer - a strapping young lad by the name of Himmel. Armed with his grandfather's trusty longsword and the dream of being the strongest, he sets out on the journey of a lifetime! It is sure to be a long and dangerous road, fraught with danger! And it all starts with a simple test - reach Level 5 in the

dungeon called the 'newbie zone' and earn the right to become a full-fledged adventurer! However, such things get hopelessly derailed when his adolescent mind beholds an exposed chest for the first time. A fateful meeting that would inevitably lead his life in a direction he never even dreamed of!

Content warning:
Profanity, Gore, Sexual Themes

Rise of the Six
Createspace
Independent Publishing Platform

Joey Foust has no idea he's a wanted man and his parents aim to keep it that way. They raised him as a normal boy in a small American town, hoping he and his friends don't discover

what lies beyond. And for eighteen years, they succeed. Joey and his friends, the Preston Six, were all born on the same day, but soon come to find they have much more in common than a simple birthdate. Details of their past are suspicious, and they are determined to figure out what their parents are hiding. Small threads of new information are discovered, leading the Preston Six to venture in search for the truth. What they find pushes the boundaries of their beliefs. Now, they're forced to leave behind everything to face an unknown adversary who's been hunting for them since the day they were born. They must rise as one, or fall to enemy hands.