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## **EZRA ANGIE**

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### **Dominion of Blades**

Independently Published  
A game that puts all others to shame. Magic that has been banned from the world. A man willing to learn no matter the cost. 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. *Spellmonger* MC PUBLICATIONS INC. 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.

**NPCs** Quantum Edge Publishing

Turns out, punching zombie bears is fun. Who knew? Enter the world of Metamorphosis Online, a fully immersive video game where players compete for spots in the Global Top 10-ranks that actually pay you to play the game. Gracie doesn't

play the game to make money...at first. Broke, single, and working a crappy job as a blackjack dealer, Gracie's just blowing off steam and having fun. Can playing a new type of immersive game help her overcome real-life issues, or will it cause more problems? Before she knows it, Gracie has intervened in a generations-long war between the kobolds and the fae and started a ragtag guild, and her weird math abilities make themselves known in a way that most could not have imagined. Can she deal with being pitted against the game developers? For the first time Gracie can remember, she has something worth fighting for. Go up and click "Buy Me" or "Read For Free" and find out what most gamers understand. **GAMING IS REAL-MORE SO THAN BEING IRL...**

The Cosmic Artifact

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.

**Critical Failures**

Wraithmarked Creative, LLC

All life on Earth has been stolen away by The System. It was transported to another world at the behest of a distant galactic empire that lives in terror of humanity's potential. Ben - just a normal, if not slightly above average

guy - had been about to go on the first real vacation of his adult life. But plans changed. Now, he must contend with danger and mystery in a world full of monsters, magic, and treasure. Armed with nothing but his wits and a special item given to him by The System, he embarks on a damn good adventure. Written by Matthew Howry, better known to Royal Road fans as Salty Waters.

*World-Tree Online Weapons and Wielders*  
Milton Frederick was arguably the best player of Crowned Lieges of Destiny in the entire world. As the strategy coordinator for one of the top guilds, he was beginning to actually make a living from it. That was, until he was abducted by aliens. Instead of your stereotypical grey aliens with big black eyes who like to perform anal probes upon unsuspecting victims for unknown reasons, The Collective had a more altruistic purpose. Sure, kidnapping 100 humans from Earth, ripping them away from their lives and families, and erasing their memories doesn't sound great - but the way they saw it, the benefits would

far outweigh these side-effects. Seriously, who wouldn't want their consciousness trapped in a Station Core, subjected to the whims of a collection of alien races, and then ordered to defend against other hostile aliens for all eternity? They'd be immortal - so...bonus! Fortunately (or unfortunately, depending on how you look at it), the Station Core now known as Milton never arrived at his destination. Severely damaged and confused about what happened to him, he woke up to find himself trapped inside a massive chicken egg on a strange, primitive world filled with curious - and deadly - creatures. Now, in order to survive the harsh environment, Milton has to rely on a snarky, foul-mouthed AI guide to show him what it means to be a Station Core. With her help, he might just live long enough to figure out a way to get off the planet - if only he wasn't so afraid of squirrels...Contains LitRPG/GameLit elements such as level progression and experience, optional tables, no harems, and a heavy Dungeon Core emphasis. Updated 4/26/19: New cover, additional editing, less

foul language  
**Tallrock** Createspace Independent Publishing Platform  
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?

#### Scamps and Scoundrels

Dark Horse Comics

It doesn't take a legendary sword to make a legendary swordsman, but it certainly helps. Keras Selyrian is already well on the way to cutting his name into the annals of legend. He's fought false divinities, thieving sorcerers, and corrupt demigods - and left them defeated in his wake. But he's a long way from home, and Kaldwyn offers a different brand of danger than he's used to. He's already got a sword of unfathomable power, but it's damaged and leaking world-annihilating mana, so he's in the market for a new one. Possibly six. The more the better, really. The Six Sacred Swords are Kaldwyn's most famous artifacts, forged as the only means to defeat the god beasts. Each sword must be earned by a worthy champion, and no single person has ever managed to collect them all. Not yet, at least. Keras is just getting started. Additional Info: Six

Sacred Swords is a light-hearted fantasy adventure inspired by Japanese game series like The Legend of Zelda, Final Fantasy, and Fire Emblem. It takes place in the same universe as the Arcane Ascension novels, but years earlier and with a different protagonist. While the books are interconnected, they can be read on their own in any order

#### *Ben's Damn Adventure*

Createspace Independent Publishing Platform

Just yesterday, Ben was a petty thief who got a little too invested in the lives of one of his marks. Today, he's got a new name, a new face, and a new body, and he's watching the Glaton City Guard fight a twenty-foot-tall ooze that crawled forth from the sewers.

Tomorrow, he'll need to join a guild, save a girl, steal a crown, and most importantly, convince an innkeeper about the gloriousness of chicken fingers.

#### **Skeleton with a Heart**

Independently Published  
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.  
The Feedback Loop  
Independently Published  
After being betrayed and cursed by an extremely rare spell, Oren, a powerful and influential player, finds himself as a 1st level Goblin! Without even a fraction of his previous power, he vows to pull through and have revenge on those who betrayed him. His thorough knowledge of the game's world and his

unique ability to immerse himself entirely are his only advantages. But first, he must figure out how to survive long enough playing what is basically a low-level fodder monster!

### **Morningwood**

Createspace Independent Publishing Platform  
Four Non-Player Characters (NPCs) find themselves forced to pretend they're adventurers in order to save their town and loved ones.

### **The Guardian of the Dead (An NPC's Path Book #4)**

Mountaindale Press  
A crafting LitRPG combining World of Warcraft with Die Hard.

### **Bone Dungeon**

Independently Published  
Universal breaches are usually not a good thing. Evaran and the gang deal with an event that changes Earth's history. While investigating it, they come across the mention of a cosmic artifact. No one seems to know where it is or what it does other than it existed at one point. One problem is that the cosmic artifact has been linked to the Gothlics, a brutal group that delights in torturing and killing anything they can get their hands on. They appear and mutilate everything, then

disappear without a trace. Another issue is that something has punched a hole in the universe. The Eight, a group of Palisin energy beings who oversee a federation with over a million civilizations, offer Murukhan, a half-Palisin alien, and his team the chance to join up with the gang to stop the Gothlics' threat and find the cosmic artifact.

### Inflame Mountaindale Press

Just as a threat is dealt with, an opportunity presents itself. After searching for months, Zac's forces have finally discovered the elusive Underworld that's both teeming with riches and dangers. Meanwhile, the armies of the Undead Empire advances on all fronts while the Dominators scheme in the dark. Having endured the Integration in the punishing environment of the subterranean cave system, the trapped warriors of the Underworld could become the key in surviving the incursions aboveground. But first, Zac has to deal with the golems intent on digging to the center of the planet. Book 4 of the hit Defiance of the Fall LitRPG series is here. Grab your copy today! About the Series: Jump into a

story that merges Apocalyptic LitRPG elements with eastern cultivation. Class systems, skill systems, endless choices for progression, it has everything fans of the genre love. Explore a vast universe full of mystery, adventure, danger and even aliens; where even a random passer-by might hold the power of a god. Follow Zac as he struggles to stake out a unique path to power as a mortal in a world full of cultivators. Earthcore Dave Willmarth For thousands of years, there has been a cycle: a Demon King rises and conquers, and a Hero is reborn a hundred years later to defeat him. Each time, civilizations are ground to dust beneath the Demon King's hordes, but humanity has remained secure in the belief that a Hero of legend will always save them. There's just one slight problem. It's only been 23 years since the Demon King's latest rise, and this time, he's already conquered more than half the world. If humanity simply waits for the Hero's return, there may be no world left for him to save. And so, Yui Shaw sets out with an ambitious plan. A 10-step plan. She'll find a way to obtain the Hero's legendary sword.

She'll earn obscure classes, gain levels, and increase her skills. She'll travel to the meticulously-crafted dungeons that seem designed for one specific Hero to complete. And, if she's truly (un)fortunate, she might even find a fairy. She might not be a Hero-but if she can fake it long enough, she might still be able to save the world.\*\*\*This book is an affectionate parody of classic Japanese games like The Legend of Zelda, Final Fantasy, and Dragon Quest. It's also a work in the LitRPG/GameLit subgenres. Game mechanics exist in the world of the story and characters are aware of their existence.

You Need A Bigger Sword

Magick Dome Books

Nate wants more to life than moving from town to town, hustling chess with his con-man grandfather or wagering pick-up games online. A new immersive game opens up the chance to bring in a steady paycheck. Maybe enough to convince his grandfather to stay straight. Little does he know how his actions will change his life. A GameLit coming of age story.

**Hack** Createspace Independent Publishing Platform

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.

*He Who Fights with Monsters* 3 Hundred Kingdoms

As the Uncrowned King tournament reaches its final rounds, tensions between the competing factions are higher than ever. The outcome may determine the power balance throughout the rest of the world. Each Monarch schemes to seize any advantage they

can...while far away, a Dreadgod stirs. When the tournament ends, the Dreadgod will rise. Whether it will be driven back into the sea or allowed to rampage depends on the Monarchs. And on which of them is left standing.

Wintersteel Createspace Independent Pub

THIS IS ALTERRA, where you can be the master of your own castle... or a field hand on a farm. And this is Jack, who wants to make his way to a different continent, hidden in the virtual mist. And this is an ancient quest line, buried under new versions of the game. Jack's goal: create his own guild. Buy a ship. And set off on the Great Journey. The journey of his life. The dangerous Gravediggers are not the only ones opposing him. Necromancers from sinister Nightmare, elite alpha-citizens, and relic hunters are only a small fraction of the enemies that the First Player will have to face. In the perilous Wasteland, the drifter Jack finds an abandoned truck, where an old-world game console is hidden. This moment marks the beginning of Jack's path to the lost continent, hidden in the virtual depths of

the colossal Alterra. He still isn't aware of the enemies standing in his way. Not only are the guild of Gravediggers and the sinister necromancers of Nightmare against him, but also the secret masters of the game

world themselves. The discoveries of ancient quest lines, long buried under new versions of the game, give Jack access to the Dark Service. This is a special branch of character development, which is no longer available in the modern

version of the game. Now Jack, the messenger of a great Goddess, possesses a Night Weapon, and is venerated by an entire race of NPCs...Just how will this road end? And it does indeed have an end...