

# Online Library The Land Predators A LitRPG Saga Chaos Seeds 7 Pdf Free Copy

The Land The Land The Land: Foundin The Land The  
Land The Dungeon Slayer The Land Prey God's Eye:  
Awakening: A Labyrinth World Novel The Land Predator  
Starred Tower Tamer The Lights of Prague Otherworlder  
- A LitRPG / Gamelit Adventure A Journey of Black and  
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Predator: Incursion The Dead Rogue (an Npc's Path  
Book #1)

The 8th Novel of the Internationally Acclaimed Chaos  
Seeds Saga Over 100 THOUSAND ?????? Reviews A  
mesmerizing tale reminiscent of the brutality of Goblin  
Slayer and the majesty of Game of Thrones Audible's  
Customer Favorite of the Year! #1 Audiobook 2017 #1 in

Epic Fantasy || #1 in Humor  
Welcome my friends!  
Welcome... to "The Land!" The battle of the dead was won, but at a great cost. Sion, leader of the Mist Village was left with only pain and regret as Richter was claimed by the abyss. What no one but the abandoned chaos seed knows is that he narrowly avoided the curse of the lich Singh, a curse that still hangs above his head. Now, surrounded by miles of darkness and tons of crushing rock, Richter has to find his way back into the light. The only problem is that this monster of a man is being pursued by monsters, a demon and his own foolish choices. Faced with all the dangers of the deep dark, what will Richter say when the buried horrors of The Land come a calling and asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back... to The Land! ps - Gnomes still Rule! Everything is not well in The Land! The dead lay restless in their graves and Richter's actions have not gone unnoticed. He arrogantly tried to create something good. How could he not understand that the forces of destruction would demand their due...in blood. Richter will learn that his earlier sacrifices were nothing. Not when compared to what will be taken. His enemies will leave him broken, but then they will learn something as well. The wrath of chaos seed is not to be taken lightly! Space is a dangerous place. Here, you're either a predator or

soon to fall prey to a ruthless neighbor. And if you aren't tough enough to make it on your own, you'll need the backing of a formidable power to keep you safe from bigger fish. Earth used to have such protection - the great Geckho race. But unfortunately, the Geckho fell to an enemy onslaught, leaving planet Earth to fend for itself. And now, Earth humanity has precious little time to prove to their galactic neighbors that they are not to be trifled with. Thankfully though, they have not only the mighty Army of Earth and a capable space fleet, but also something unique of which no other race can boast - Gnat and his ancient cruiser, which can travel instantly to any point in the Universe, breaking all conventional strictures and laws of war. Unbeknownst to the colonists on Ryushi, the planet is the setting for hunting games between the Predators and the prey they have bred for this purpose, and Machiko Noguchi and the other ranchers must fight for survival. Aleron Kong's #1 Best Selling LitRPG Saga continues in "The Land: Swarm" The enemies of the Mist Village are moving, the storm clouds are gathering, what are Richter and Sion to do Crush the game, that's what! More of everything you love in LitRPG: Powerful items, epic battles, awesome quests and in depth world building! What happened to Elora? Where is the swarm? Did the rock giant make Richter jelly? What are the colonel's secret spices Journey back into my world and find out! Come back... to

The Land! In any world, even the most terrible, survival is possible if you have a plan and stick rigidly to it, if you aspire to achieve your goal without looking back, and most importantly, if you do not settle for the small, but constantly strive toward the large. Number 11 was once regarded by the inhabitants of the Outskirts as an easy target who would not survive a single day. Now the name of Elb is uttered with fear and respect. And those who previously considered themselves the top dogs in that district now keep their own counsel concerning him, for the simple reason that the dead do not speak. The system is harsh but fair, and if you are determined to move forward and raise your level, you will have to grab every opportunity. But to become the new "king of the Outskirts" is too small a goal, and besides, sooner or later you will be eaten by other, bigger predators. The time has come to venture into places given a wide berth by others due to their perennial fear. What lurks in the poisonous fog under the bridge that leads to Drainagetown? Even the system has no authority there, since the sphere controlling the sector has long been damaged. The time has come to find out. Elb the goblin and his team are not afraid of peeking into the farthest and most dangerous corners of the Outskirts of the World. Read the continuation of this RealRPG series by Dem Mikhailov, author of the legendary Clan Dominance: The Sleepless Ones series, and creator of a

new, murky world whose popularity among fantasy fans grows with every day. Derek McCoy was a man who spent his entire life facing adversity and injustice. After being forced to settle with surviving rather than living, he had finally found his place in the world, until everything was taken from him one last time. After losing his life to avenge his murdered brother, he reincarnates until he finds a world worth living in, a world filled with magic and monsters. Follow him along his journey, from grieving brother to alien soldier. From infant to Supreme Magus.

----- Tags: Transmigration, Male MC, Western Fantasy Schedule: 12 chapters/week (unless I'm ill or stuff happens) Chapter Length: 1200 - 1400 words Warning: The MC is not a hero nor an anti-hero. He is a broken, cynic and misanthropic person looking only for his own gain. If you are looking for a forgiving, nice, MC that goes around saving people in distress, this is not your cup of tea. Same if you want an unchanging MC with no character development.

[COMPLETED] [WARNING: MATURE CONTENT] "I love you, despite the danger signs." \_Sheltered and innocent Abigail is terminally ill. She knows she will die soon so before she dies, she wants to fulfill her one and only wish - to fall in love. She wants to experience loving someone romantically. But under one strange condition- she wants a man who will not fall in love with her because she doesn't want him to suffer when she's

gone. She met Alexander Qinn, the coldhearted and mysterious man. He warns her from the start that he doesn't do love and that he is dangerous. But that made him the perfect man for Abigail. He was exactly the kind of man she was looking for. Alexander will teach the innocent Abigail about his kind of pleasure while Abigail will show him the joy of doing simple things in life. Their completely different worlds collide, Abi's illness and the mysteries about Alexander will slowly be revealed. Can Abigail handle his own kind of hell? Can Alexander handle her light? \_Excerpt #1 He handed her an egg-shaped, pink vibrator and then returned to his spot. The girl blinked again as she examined, with deep curiosity, the pink egg-shaped thing in her hand. "Don't make me wait. Put it inside," the man ordered and Abi swallowed. Abi had no idea whatsoever as to what this thing was. She had never seen anything like this before. She wanted to ask him what this thing was and what he meant by 'put it inside' but the man was so serious, she was afraid she'd fail the test if she showed him that she didn't even know what this was. "Is this clean?" was what she asked instead and the man half-smiled. "It. Is. Very. Clean." He stressed out every word. Still unsure about what to do, Abi hesitantly looked at him and then in the next second, she put it inside her mouth. Excerpt #2 "All you have to do is follow three rules, Abigail..." He started and Abigail held her breathe in anticipation. She

was a little nervous. "First, you will be home before or during twilight. Any later than that and you'll be punished. Understand?" Abi blinked. She didn't expect that this was actually his first rule. "I understood... I just thought that my curfew is pretty early." She trailed off but Alexander just looked at her with eyes silently saying the words 'my house, my rules'. "Second, while you're in this house, you will listen to no one but me. Only do what I ask you to do. Understand?" Abi nodded again. "And last, but not the least -" "I won't ask or demand for your love. Got it." Abi took the words out of his mouth and Alexander eyes glittered with something she couldn't fathom, as a smile curved on his face. Instagram account: kazzenlx.x facebook page: author\_kazzenlx Discord server: <https://discord.gg/UGTA3A4> Donations: <https://www.paypal.me/kazzenlx> The apocalypse began with an internal cancer-like growth. A new organ formed, and Towers sprouted from the Earth. All worldly knowledge upended. No explanation or rules given. So, humanity made its own... Jeff Smith was born over a century after "The Rise," the historical name for the day that seven indestructible mechanical towers rose like spiraling drills. Earlier that month, everyone on the planet was given the potential to be something more, to live forever-to be a superhuman. Like everyone else, Jeff wants to cultivate his God Liquid and join the immortal rankers as they conquer the Northern Tower and capture

riches beyond imagining. What better life could there be? Unfortunately, for twenty-one years, Jeff hasn't been allowed to cultivate thanks to his tyrant of a mother- thanks to Leah. Then, on the day he is going to escape, a powerful guild on a manhunt attacks Leah's group of scavengers, and Jeff is thrown through a very unique dungeon portal- a portal that hasn't been used in nearly a hundred years. When spells and skills unleash chaos, a special blue screen powers up, and Jeff's journey begins. Waking up chained in a dark cellar, Ariane must struggle to survive and escape the strange fortress she finds herself in. All those around her play by rules she does not understand, and there is also this strange thirst that water cannot sate... Nick, Moses, Treyin, and the other new knights are finally reuniting with the Stalwart after their victory over a Dax fleet. They're overloaded with loot and are looking at a hefty payday? But the celebrations will have to wait. The Dax are planning to attack Aquitania, and if Nick and the Stalwart crew can't convince the Aquitanians to work together with the Caledonian Kingdom, the Triumvirate is doomed. It's the most advanced virtual reality gaming system ever created. So real, you might wind up in another world. A LitRPG / GameLit adventure full of monsters, portals, loot, and leveling up. Tobias Martin is one of the best gamers in the world, playing the most advanced game ever created. When a mysterious portal in the game



appears, he enters a new world of magic that's more real than he ever could have imagined. Forced to start from scratch, he must build himself back up to a top level adventurer if he ever wants to get home again. Along the way, he will explore a world full of wonder and danger, meet new friends, slay terrifying monsters, and level up like his life depends on it. Because it does. Can Tobias survive the most epic adventure he has ever encountered? Otherworlder is the first book in the Epic Blade series. If you like fast-paced fantasy adventures with RPG gaming elements, you are going to love Epic Blade. Order Otherworlder and get started on your next epic adventure today! 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! The final battle between Adam and the unstoppable SAVO has arrived. Odin's avatar has his amazing wives, an army of tiger-men soldiers, vampire witches, goddess-angel space-ships, and an entire Space Viking navy. But the draugr are older than the galaxy itself, and their evil and hunger cannot be measured by any mortal. And their queen knows that Adam is coming. She's been waiting an eternity to destroy him. Thrilling fantasy adventure debut from Emmy-winner A. R. Witham. Jack Swift can tell you every element on the periodic table, recite Treasure Island verbatim, and would remember in perfect detail every word you'd ever say to him. He has been alone for a long time, so he has buried himself in books, using them to plan his escape. But no textbook could ever prepare him for the land of Keymark. At 3:33 a.m. on his fourteenth birthday, Jack is kidnapped by a hideous monster to another sphere of existence. Now there are two moons in the sky, and he is surrounded by grotesque creatures and magical warriors training for battle. They want the impossible: Jack must use his

abilities to save a life or be trapped in this bizarre world with no chance of rescue. Jack doesn't have secret magic, a great destiny, or any experience. So why do they all expect him to become a legend? \_

The Legend of Black Jack contains 20 full-page illustrations and has been described as classic portal fantasy, a standalone coming-of-age adventure, and a descriptive, wholesome, heartwarming story. It contains a smart, empathetic hero, lovable characters, loads of action, and a thrilling grand finale. On the book's cover, you will find a small keyhole. If you choose to unlock it you will find an adventure story for the young...and the young at heart. Welcome to Keymark-don't forget your map. Dive into worlds of wonder, action, adventure, and so much more. This collaboration includes short LitRPG stories of all types. Warning: Expect stats, character sheets, and experience points. This is meant for the PG 13 audience and avoids intense adult content. Welcome to Long Awaited seventh novel of the Best Selling LitRPG Saga, Chaos Seeds, by Aleron Kong. A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 in Epic Fantasy -- #1 in Cyberpunk -- #1 in Video Game Fantasy In The Land: Predators, the Mist Village has harnessed its power. Core buildings, Professional fighters and now, their own Dungeon, the settlement is primed to grow into a kingdom of true power and magic.

The path to power has not been without risk, however. The MistVillage has been noticed. Evil nobles from the Kingdom of Law, bloodthirsty goblins from the Serrated Mountains, an undead lord with a penchant for human sacrifice and fanatical kobolds from the Depths, all plot the village's destruction. The predators are circling. Richter's people are horribly outnumbered by foes whose own power has been entrenched for thousands of years. Richter and Sion need to be stronger than ever before. Luckily, they are. New skills have been learned, stronger enchantments have been wrought and the hundreds of villagers have answered the call to adventure. The Companions do not stand alone. While many eyes have turned towards the mists, wanting to take the treasures within, the Mist Village stares back with a simple message. Come and get it! The Mist Village has an insidious history. Just beneath the thin veneer of joy and life, the sins of the past lie in wait. Richter will learn that some debts do not just fade away and, more importantly, must be paid. Luckily, he is not alone. In the village, fighters and smiths, magicians and hunters, will band together to prove an old adage: it takes a village ... to crush your enemies.--adapted from publisher's description. It has been two years since the Shift--when most technology stopped working, and the laws of physics changed. Humanity has been brought to its knees. Like other survivors, Noah Henson has heard

rumors of the Aelves. Among other guesses, predatory aliens seem as good as any other theory for what caused the Shift. But for Noah, everything else takes second place to survival, sometimes even self-respect...or any sort of decency. Lawless, post-apocalypse America had forced Noah to make many difficult decisions, and he has never seemed to choose correctly. However, despite hating himself, he doesn't have the strength or the courage to change. He will get a lucky break in a big way, though--a mysterious orb with otherworldly power. In time, perhaps Noah will find another path. And if he does die during the Shift, maybe it won't be the end of his story. Sometimes, another chance can be an opportunity for redemption. Jon's days are numbered. The mine will consume his life any day. Will this offer to farm inside a game be any better? He wants nothing but to farm in the real world, and he's given that chance in a VRMMORPG. With a new lease on life, he accepts it. But when he's robbed of his only tool to farm sufficient quota, he has no other option but to enter the deadliest forest of the region and die at the hands of a druid to obtain a skill that will help him reach his goals. However. Death awaits at every step in the forest, and he can't die more than thrice. What will Jon do? Find out more about Jon's epic journey in BlackFlame Online. You can expect below things from this book series. 1) Farming. 2) Unique Classes. 3)

Town Building. 4) Epic large scale battles. 5) Forbidden Spells. The SIXTH Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" "This is the world you were meant to fight for!" Welcome to the SIXTH vivacious installment of Aleron Kong's, Chaos Seeds series. The time of hiding has passed. The Mist Village will make itself known. Goblins have invaded Richter's lands. Though the first incursion has been defeated, the anger of Chaos Seed remains. Those who challenge Richter's power will learn there is a reason all creatures fear the mist... it is the home of monsters. For the first time, Richter takes the battle to his enemies. He will live up to his name, and the very Land will shake with this power. With his allies, the Wood Sprites of Nadria, the army of the Mist Village marches to war. Richter has been a healer, an enchanter, a dungeon diver, and a killer. Now he becomes something more. He becomes a RAIDER! This is a world of wonder and horror. This is a world of pain and joy. This is the world of monsters... and the brave men who battle them. Welcome back my friends! Welcome back... to The Land! ps - Gnomes Rule... That is all Enslave the World! It's time to bring Hylmrek to their

knees. These ruthless Farthegns have been breathing down my neck for too long, but the might of their legendary army isn't something to take lightly. I'll need all the warriors I can get on my side to finally put Hylmrek under my boot. So it looks to me like there's only one option: bringing the combined strength of Illska and Dalir down on some Farthegn sea dogs. Then unleashing the wrath of Clan Briggs on our most dangerous enemies. With a hell of a lot of runed weapons. And a few of my Valkyrie wives. The first in an epic trilogy crossing between Predator, Alien, and AVP! When huge Predator spacecraft begin entering human space in alarming numbers, the Colonial Marines assume an invasion and launch a full military response. Then they learn that the Predators are fleeing an invading force--an army of Xenomorphs! Someone has learned how to weaponize the Aliens, and their trajectory has placed them on a path to Earth. An action-packed prequel to the new IllFonic video game PREDATOR: HUNTING GROUNDS - revealing deeply buried secrets in the battle between the ultimate hunters and their human prey. This official prequel novel leads into the new PlayStation®4 video game from IllFonic. PREDATOR: STALKING SHADOWS is the bridge between Predator 2 and the current day continuity. U.S. Marine Scott Devlin takes on a new assignment that begins with the clean-up of a Los Angeles combat scene revealing what appears to be

alien weapons and tech. His next mission, to an equatorial jungle, seems like an assault on a drug cartel until his team finds human bodies, skinned and suspended from the trees. Justifiably freaked out, Devlin digs deeper and discovers hidden truths, clandestine agencies, savage opponents... and an unexpected ally.

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Investigating the disappearance of two sisters in Florida, Dr. Kay Scarpetta follows clues that twist and turn, leading her into the psychopathic depths of a jailed serial killer's mind.

In all the games Matt has played, Dungeons are places to raid, places you dream of conquering, but when the world is stripped of electricity, and the first mana-twisted beasts start to prowl, the games all come to an end... Matt's just an ordinary guy, but when he's beaten, robbed, and left for dead, bleeding out at the bottom of a gully, it all has to change as he grasps frantically at his only chance for survival, coming as it does in the form of a glowing, dangerously pulsing light.

With his reality forever altered, Matt must quickly find a suitable place to deploy the Dungeon Core, fighting his way through the hundreds of people between him and safety, because if he doesn't do it soon, a Core Detonation will solve all of his problems for him... permanently.

I sacrificed everything for my family. It wasn't enough. I lost my mother, and now I'm about to



lose my brother. I've got only one thing left to gamble: my life. Which is why I'm willing to play Euphoria Online in Death March mode. If I survive six months in-game against a lethal array of wyverns, ogres, necromancers, and more, I'll earn my brother a pardon. If I lose? Well. I'm done with losing. Traversing into another world, Zhang Xuan finds himself becoming an honorable teacher. Along with his transcension, a mysterious library appears in his mind. As long as it is something he has seen, regardless of whether it is a human or an object, a book on its weaknesses will be automatically compiled in the library. Thus, he becomes formidable. "Monarch Zhuoyang, why do you detest wearing your underwear so much? As an emperor, can't you pay a little more attention to your image?" "Fairy Linglong, you can always look for me if you find yourself unable to sleep at night. I am skilled in lullabies!" "And you, Demon Monarch Qiankun! Can you cut down on the garlic? Are you trying to kill me with that stench?" This is an incredible story about teachers and students, grooming and guiding the greatest experts in the world! Discord Chat Group: <https://discord.gg/ATHVehx> Tags "Modern noir at its best...Here's hoping Grant is hard at work on the next installment featuring his thoroughly compelling tough guy hero, David Trevellyan." –Jeffery Deaver, on Even In his gritty, action-packed debut, Even, Andrew Grant introduced readers to David Trevellyan, a James

Bond for the twenty-first century. Now, Trevellyan returns in Grant's *Die Twice*, a fast-paced, modern thriller fueled by adrenaline and revenge. Obligated to leave New York City in the aftermath of his previous mission, David Trevellyan is summoned to the British Consulate in Chicago. To the same office where, just a week before, his new handler was attacked and shot by a Royal Navy Intelligence operative gone bad. Assigned the job of finding the rogue agent and putting an end to his treacherous scheme, Trevellyan soon finds that once again, his only hopes of saving countless innocent lives lie not within the system, but in his own instincts and skills. Trust is an illusion—trust the wrong person, and it could get you killed. Drawing comparisons to Robert Ludlum, and his own brother, Lee Child, Andrew Grant's remarkably seasoned voice cuts a new path through the crime thriller genre, continuing to test the limits in this groundbreaking new series. 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. 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! Virtual worlds are places of boundless freedom. Anyone can become an elven mage or an invisible rogue, join a clan and go on raids, fight, develop their characters and most importantly, escape from the daily grind. However, a game is only a game if you can quit. This is something I learned the hard way. I just wanted to let off some steam in virtual reality and ended up getting murdered and imprisoned in the body of one of the undead. Some disasters can only be avoided if you know they're coming... On Karell, you are either blessed by the gods, granted a unique power and the ability to gain experience and levels, or you are forgotten. Micah Silver was a boy picked for greatness. Chosen by the

gods to bear a mythic power, he longed to take his place amongst the heroes and legends he grew up reading about. Unfortunately, his primary blessing only allows him to travel into the past by sacrificing his class, wealth, and levels--a psychological burden that Micah is reluctant to shoulder. But, even if Micah is unwilling, fate has a way of forcing you to face your destiny... and running away can cost you everything. Over and over again... Experience the start of a time-loop LitRPG Series where a reluctant hero is forced to fight against an impossible catastrophe. Using his talents for enchanting items and summoning creatures, he must retrace his steps and grow stronger in a potentially futile effort to prevent tragedy and protect his family. The Acclaimed Debut Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" Tricked into a world of banished gods, demons, goblins, sprites and magic, Richter must learn to meet the perils of The Land and begin to forge his own kingdom. Actions have consequences across The Land, with powerful creatures and factions now hell-bent on Richter's destruction. Can Richter forge allegiances to survive this harsh and unforgiving world or will he fall to

the dark denizens of this ancient and unforgiving realm? A tale to shake "The Land" itself, measuring 10/10 on the Richter scale, how will Richter's choices shape the future of The Land and all who reside in it? Can he grow his power to meet the deadliest of beings of the land? When choices are often a shade of grey, how will Richter ensure he does not become what he seeks to destroy?

ps - Gnomes Rule Time in a capsule. People seek out escapes through countless avenues, but when the product is extra time to live--within an emerging digital world--everyone's a customer. Game capsules transport players to a new world where time is perceived far more slowly. Why study for eight hours in the real world when you could get it all done in a single hour? Why work slowly? Why relax that way? Following this mentality, Chronicle has become more than a game for governments, businesses, and players alike. When Corbin Landrick, an unlucky but hardworking guy, finally gets his hands on a ChronPod, he jumps headfirst into his second life. While he struggles to plant both feet firmly on the ground in a world of magic and monsters, he finds out that virtual reality is what you make of it. Control dinosaurs. Tame women. Rule the world. With Victor's new home secured, the tribe begins the process of building out their new fort. What should be a simple task is complicated by a nearby group of both peaceful and hostile survivors, and Victor soon finds himself

preparing his tribe of beautiful women to directly battle their most powerful opponent ever. Disclaimer: This book has ravaging dinosaurs, a lot of cursing, extreme violence, and a harem of exotic alien women. The novel is not meant for people under the age of 18. An anthology collection of seven stories set on the planet Ludus. Mankind has been under attack for fifty years by the awesome power of bosses and monsters who are the denizens of dungeons. Monsters started these attacks when a mystical beast named Raekast appeared and threatened the world, eradicating human life from several continents. Raekast threatened all human life until a mysterious ceremony called 'Rebirth' unlocked the hidden potential of humans strong enough to repel and defeat her. Raekast's final, desperate act caused dungeons to spawn across the globe. The greatest of these dungeons is known as Titan. Dungeons are a threat to humanity and nature alike. Powerful reborn humans known as 'Slayers' enter their dangerous depths to kill the monsters and bosses that live within and retrieve treasure, items and more. Tad Harrington, a video game loving 16-year-old high school student, was bullied relentlessly throughout his life. Tad's Rebirth date has come. His last hope is to be reborn a slayer strong enough to enter the toughest dungeons where a life of power and luxury could await him. When things don't go according to plan, Tad finds out he has a special

Rebirth, one that can level up and grow stronger by defeating monsters. Starting from level one, how high can Tad climb? Can he overcome the challenges and become the ultimate dungeon slayer? For readers of VE Schwab and *The Witcher*, science and magic clash in atmospheric gaslight-era Prague. In the quiet streets of Prague all manner of otherworldly creatures lurk in the shadows. Unbeknownst to its citizens, their only hope against the tide of predators are the dauntless lamplighters - a secret elite of monster hunters whose light staves off the darkness each night. Domek Myska leads a life teeming with fraught encounters with the worst kind of evil: pijavica, bloodthirsty and soulless vampiric creatures. Despite this, Domek finds solace in his moments spent in the company of his friend, the clever and beautiful Lady Ora Fischer - a widow with secrets of her own. When Domek finds himself stalked by the spirit of the White Lady - a ghost who haunts the baroque halls of Prague castle - he stumbles across the sentient essence of a will-o'-the-wisp captured in a mysterious container. Now, as its bearer, Domek wields its power, but the wisp, known for leading travellers to their deaths, will not be so easily controlled. After discovering a conspiracy amongst the pijavice that could see them unleash terror on the daylight world, Domek finds himself in a race against those who aim to twist alchemical science for their own dangerous gain.

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