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# Viridian Gate Online Cataclysm A LitRPG Adventure The Viridian Gate Archives Book 1

The fairy tale you thought you knew... The story of the Sea Witch, the villainess from Hans Christian Anderson's classic tale *The Little Mermaid*, told from the viewpoint of the Sea Witch when she was a twelve-year-old girl...

"A kind of apocalyptic Super Size Me" (The Guardian) that is both "page turning and thoughtful" (Financial Times) about "prepper" communities around the world that are building fortresses against an array of threats. Currently, 3.7 million Americans call themselves preppers. Millions more prep without knowing it. Bradley Garrett, who began writing this book years before the 2020 Covid-19 pandemic, argues that prepping is a rational response to global, social, and political systems that are failing to produce credible narratives of continued stability. Left with a sense of foreboding fueled by disease outbreaks, increasing government dysfunctionality, eroding critical infrastructure, nuclear brinksmanship, and an accelerating climate crisis, people all over the world are responding predictably—by hunkering down. Garrett traveled across four continents to meet those who are constructing panic rooms, building underground backyard survival chambers,

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stockpiling supplies, preparing go bags, hiding inflatable rafts, rigging mobile “bugout” vehicles, and burrowing deep into the earth. He has returned with “a big-thinking, deep-diving, page-turning study of fear, privilege, and apocalypse” (Robert Macfarlane, author of *Underland*) from the frontlines of the way we live now: an illuminating reflection on our age of disquiet and dread that brings our times into new and sharper focus. With scenes that are “fascinating, amusing, crazy, chilling, and surreally topical” (Douglas Preston, author of *Lost City of the Monkey God*), Garrett shows that the bunker is all around us: in malls, airports, gated communities, the vehicles we drive. Most of all, he reveals, it’s in our minds.

October, 2042 An extinction-level asteroid, 213 Astraea, is cannonballing toward Earth. Collision, imminent. An international team of scientists is working around the clock to avert the cataclysm-few are optimistic. World governments are preparing for impact with deep earth bio-dome bunkers, but only a select few lottery winners will be saved. Jack Mitchel, a thirty-two-year-old EMT living in a tiny studio apartment on the West Coast, isn't one of those winners. Still, there might be a way for him to survive Astraea: a slim chance, requiring a radical leap of faith. Through a connection at Osmark Technologies, Jack's acquired a NexGenVR capsule and with it, a one-way ticket to the brand-new, ultra-

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<sup>1</sup>immersive, fantasy-based VRMMORPG, Viridian Gate Online. Taking that leap of faith, though, means permanently trapping his mind in the game, killing his body in the process. Worse, one in six die during the transition, and even if Jack beats the odds, he'll have to navigate a fantastical world that's filled with near-limitless opportunities, but also home to vicious monsters, domineering AIs, and cutthroat players. And when Jack stumbles upon a secret conspiracy to sell off virtual real estate to the ultrawealthy-transforming V.G.O. into a new feudal dark age-the deadly creatures inhabiting Viridian Gate's expansive dungeons will be the least of his concerns. If Jack can't game the system, he's going to be trading in a quick death for a long, brutal one ...

Build a Dungeon. Slay Heroes. Survive Finals. Wounded Army vet Logan Murray thought mimics were the stuff of board games and dungeon manuals... right up until one ate him. In a flash of snapping teeth, Logan suddenly finds himself on the doorstep to another world. He's been unwittingly recruited into the Shadowcroft Academy for Dungeons-the most prestigious interdimensional school dedicated to training the monstrous guardians who protect the Tree of Souls from so-called heroes. Heroes who would destroy the universe if it meant a shot at advancement. Unfortunately, as a bottom-tier cultivator with a laughably weak core, Logan's dungeon options aren't exactly stellar, and he finds

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<sup>1</sup> himself reincarnated as a lowly fungaloid, a three-foot-tall mass of spongy mushroom with fewer skills than a typical sewer rat. If he's going to survive the grueling challenges the academy has in store, he'll need to ace the odd assortment of classes-Fiendish Fabrication, Dungeon Feng Shui, the Ethics of Murder 101-and learn how to turn his unusual guardian form into an asset instead of a liability. And that's only if the gargyle professor doesn't demote him to a doomed wandering monster first... From James A. Hunter-bestselling author of Rogue Dungeon, Bibliomancer (Completionist Chronicles Expanded Universe), and the LitRPG epic Viridian Gate Online-and Dragon Award Finalist Aaron Michael Ritchey, comes a brand new Dungeon Core novel, like nothing you've ever seen before. Funny, funky, and full of Gamelit goodness, this is one novel you won't want to put down.

Roark von Graf-hedge mage and lesser noble of Traisbin-is one of only a handful of Freedom fighters left, and he knows the Resistance's days are numbered. Unless they do something drastic... But when a daring plan to unseat the Tyrant King goes awry, Roark finds himself on the run through an interdimensional portal, which strands him in a very unexpected location: an ultra-immersive fantasy video game called Hearthworld. He can't log out, his magic is on the fritz, and worst of all, he's not even human. He's a low-class, run-of-the-mill Dungeon

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monster. Some disgusting, blue-skinned creature called a Troll. At least there's one small silver lining- Roark managed to grab a powerful magic artifact on his way through the portal, and with it he might just be able to save his world after all. Unless, of course, the Tyrant King gets to him first ... From James A. Hunter, author of the litRPG epic Viridian Gate Online, and eden Hudson, author of Legend of the Treesinger and the Jubal Van Zandt Series, comes an exciting new litRPG, dungeon-core adventure you won't want to put down! "An excellent start to a series, this book has everything I look for in a fantasy novel: action, intrigue, and evolution!" - Dakota Krout, author of the Divine Dungeon and the Completionist Chronicles

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

A deadly Russian necromancer has just escaped his prison. His first day out could be Yancy Lazarus's last. Yancy Lazarus just wants to be left alone. He

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

When the humans destroyed the Earth, the gods were forced to wipe it clean and start anew. They created four immortal kings blessed with elemental powers to keep the peace among the new world and regulate their land's climate. Thousands of years later, when corruption among the four kingdoms interrupts the delicate balance, a compeer emerges with an unlikely band of allies to defeat the evil infiltrating their land. Winnie Hayward lives a double life between working her family's tavern and training in secret with the kingdom's most respected general. Thad is the mysterious Winter King with a broody demeanor, a disdain for royal life, and a romantic

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1 chip on his shoulder. When the two meet by chance under false pretenses, they fall into a steamy, whirlwind romance that eventually launches a war between kingdoms. The Compeer weaves an adrenaline-filled tale with betrayal, romance, humor, and jaw-dropping twists fans of New Adult fantasy romance will devour. Contains adult language and situations.

### Viridian Gate Online - Cataclysm

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

If the destruction of Earth and extinction of humanity

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

The gods walk again ... When Marine Corps pilot Jacob Merely crashes during a routine mission off the coast of Cyprus, he was sure it was game over. After surviving the crash and pulling himself onto the sandy shores of a long-abandoned island, however, Jacob unwittingly

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

When Gunnar Long is transported into the first fully-immersive virtual MMORPG, he finds himself in a new world filled with magic, mystery and adventure. No more 9-to-5 job. No more studio apartment. No more reality TV. Finally, he's in a place where he can call home, a place with people he can call friends. But as more people want to trade their real world lives to get inside Eden's Gate, the government of the outside world wants the "game" shut down at all costs. Gunnar must learn to survive, grow in power and find a way to send a message back to his old home. "We're fine. We're alive. Eden's Gate is real." Eden's Gate is a LitRPG adventure.

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<sup>1</sup>Swashbuckling teen romance to coincide with release of the third PIRATES OF THE CARRIBEAN movie in Summer 07! Ahoy, hotties! A beautiful, plucky seventeen-year-old finds herself aboard a pirate ship...where danger lurks in every corner, but a certain dark-eyed pirate in search of buried treasure may just steal her heart. This high-seas romance will have readers swooning.

Gaia has awakened, and the world will never be the same again. Rockland Barkclay has had a rough year. On top of everything else, his father has just passed, and Rocky has to go it alone on their annual trip. But his plans for drinking alone in Algonquin Park are rudely interrupted by a sea of cosmic energy that governs the universe. Ether, the driving force of creation, has returned. Now a confused Rocky must navigate odd hovering messages to survive. With the awakening of the very planet they reside on, humans are in a desperate fight to survive in an evolving world. If only Gaia hadn't woken up so very... very... unhinged.

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

The end of the world sucks. The end of the world alone is worse. So when Dr. Lisette Chen discovers her staff have uploaded their consciousnesses into the massive MMO, Viridian Gate Online, she reluctantly takes a chance and logs in. Her goal? Discover why her colleagues abandoned her when she needed them the most. In a blink, she finds herself in a fantastical world where her healing

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skills--both as a doctor and a Priestess of Gaia--are sorely needed. A group of dark priests is spreading a digital plague that threatens NPCs and Travelers alike, and somehow it is all connected to her old coworkers. Lisette is the only one who can unravel the mystery before time runs out on humanity's new safe haven. Lisette's already lost one world, and she sure as hell isn't going to lose another. From James A. Hunter--author of Viridian Gate Online, Rogue Dungeon, and Bibliomancer--and debut author E.C. Godhand, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

Damien thought his exams would be bad enough. Then his mother collapsed with a failing heart. In a desperate move Damien throws himself into the Streamer Contest of Saga Online, the latest fantasy VR-MMORPG. Winning will provide the funds for his mom's surgery. Yet early betrayal and a close run in with a vampire almost ruin his attempt before he even begins. Stuck at the bottom of a dungeon with no gear, no allies and little hope, Damien must embrace the undiscovered Occultist class, master control of his new demon companions and take the contest by storm. His plan is simple enough. Topple the most famous player in Saga Online. Summon your imps. Prepare for battle!

The third and final novel in the Dream Caster series  
by USA TODAY BESTSELLING AUTHOR Adrienne

<sup>1</sup> Woods. Chastity Blake, or just Chas as her friends call her, is in the Nether with Ash, the remaining shadow hounds, and her grandfather, Lord Cradone. The Death of her mother, Veronique, a Shadow Caster, weigh heavily on Chas, and her relationship with Leigh is a dangling situation. She doesn't remember much of the night her mother died, but she knew there is a betrayal, she doesn't know who is behind it, and she might or might not have the entity of Magdalena hidden deep inside her. The third and final part of Dream Casters is filled with secrets, a twist no one sees coming, and secrets that will be revealed.

Lux's dark past with SAO 's Laughing Coffin guild has been revealed-along with the bad blood she shares with Gwen, leader of the Batty Bats. When the girls are sent on a quest to eliminate Gwen, will Lux be able to follow through and betray her former friend yet again...?

From one-million copy bestselling author Daniel Arenson comes Utopia 58, a dystopian novel as chilling as *The Handmaid's Tale* and *Black Mirror*. Imagine a perfect society. A world with no racism, sexism, or ageism. A utopia. In Utopia 58, everyone is equal. Everyone must be equal. Too beautiful? A mask will hide that pretty face. Too tall? We'll saw your legs down to size. Too male or female? The surgeon's knife will fix that. Too smart? A buzzer in your skull will drown out all that pesky thinking. You

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will be equal. Like it or not. Utopia 58, built atop the ruins of North America, created perfect harmony. A society with no race, gender, or age. Pure equality. KB209 was born into this utopia. He has no true name. No past. No future. He is one among millions. The same. One day, at a propaganda rally, KB209 glimpses an act of startling defiance. A citizen with painted toenails. A woman in a genderless society. Color in a black and white world. When KB209 confronts her, he is drawn into an underground rebellion. A movement that dares to dream. That dares to say: "We are unique. We are individuals. We will be free!"

Build. Evolve. Conquer. Welcome to a whole new kind of Boss Battle... Roark von Graf fought his way up from the bottom to become not only the Dungeon Lord of the Cruel Citadel, but the leader of the Troll Nation, making underhanded alliances with other dungeons and players along the way. Until now, he's only had to worry about his enemies attacking from inside the game. But Lowen, the Tyrant King's right-hand man, has found a way to attack the players in league with Roark IRL, laying siege to the company that keeps Hearthworld's servers running and capturing the very Devs who can take Roark apart byte by byte. To stop Lowen and his Divine armies once and for all, Roark will have to drag the magics of the game into the real world, harness deadly new technologies, and build dungeons in places no

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<sup>1</sup>Dungeon Lord has ever gone before. The fate of Earth hangs in the balance. The duel between Dungeon Lords has begun. And one of them isn't leaving Hearthworld alive... From James A. Hunter-author of Bibliomancer, Shadowcroft Academy for Dungeons, and Viridian Gate Online-and Eden Hudson, author of Path of the Thunderbird and Death Cultivator, comes the fifth installment in the bestselling Rogue Dungeon series!

Can a single promise change the world? Even with the Crimson Alliance formed, Rowanheath taken, and Carrera dispatched, the onslaught never ends for Abby Hollander. Keeping the Spider Queen in check and handling water provisions was never what Abby wanted to do with her life, but it's what the war demands of her. To add to that never-ending list of demands, suddenly Naitee Mungal has need of Abby as well, and unfortunately, Abby already promised she would answer if Naitee called. Now Abby will have to go where no Traveler has ever been allowed before, face a series of grueling trials, and battle the gods themselves, risking everything to return balance and save her sorceric brethren. If she fails, the realm of Gaia could once again be overrun by the power of the elements. If she succeeds, she'll become the greatest Firebrand in all of Eldgard. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, Bibliomancer, and the Yancy Lazarus Series-and bestselling author J.D.

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Astra, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

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

Not even gods are safe from the power of the fabled Doom-Forged weapon. Grim Jack didn't set out to be the leader of Eldgard's united armies, but with dungeons falling one by one and hordes of Vogthar pouring into the material plane, it's up to him to save both citizens and travelers from digital destruction.

His doomsday weapon will take him straight into the heart of Morsheim, but once there, even the combined might of the Empire and the Crimson Alliance might not be enough. He'll have to uncover secrets buried for millennia just to get within striking distance of a death god gone mad, and the choices he'll make will change him and the world forever...

From James A. Hunter the Bestselling Author of the Yancy Lazarus Series, Rogue Dungeon, and Bibliomancer (The Completionist Chronicles Expanded Universe) comes the seventh installment in the LitRPG epic, Viridian Gate Online! Jack's adventures in a cutthroat virtual reality fantasy world

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1 will grip fans of Ready Player One and The Stormlight Archive alike. With over 250,000 copies sold, this is one series you don't want to miss. If you had to choose between your life and your dreams, would you ever wake up? Alan Campbell thought he'd gotten his dream job working on a revolutionary VRMMORPG with Osmark Technologies, until the project was canceled. He has one weekend to dive into an untested world full of intrigue, violence, and corruption to prove that Viridian Gate Online works, but the AIs running the game have their own plans for his soul. Set a year before the events of "Viridian Gate Online: Cataclysm," The Illusionist: Nomad Soul takes you back to when VGO was just a game, or so it seemed. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, and War God's Mantle-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

The vaunted power of the Mage's College. Unbounded freedom among the Wolfmen. The best of both worlds. Recent college grad Sam King was hoping for a backpacking trip across Europe as a graduation present. Instead he's going to get a different kind of trip: a three-month stint in the ultimate immersive gaming experience. As a lifelong geek, gamer, and outsider, it's a better gift than he'd

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ever dreamed. But when he jumps feetfirst into the world of Eternium, run by CAL, the Certified Altruistic Lexicon, it's not exactly what he expected. All he wants is to quest, game, grind some levels, and get his hands on awesome loot. You know, have fun! But the Mage's College seems to have a very different definition of fun, one involving study, blisteringly strict regulations, aristocratic hierarchy, and tons of pay to play. Sam crosses the College and finds himself running for his life with a back-talking book that is far more than it seems and a class that no one has even heard of. If he can navigate the deadly College politics and the looming war with the barbaric Wolfmen, he might just find the fun and adventure he was looking for.

When their mission fails, his begins. "A tour de force."--David Weber, NYT bestselling author of the Honor Harrington Series. Special Agent Jackson Fischer is a man after truth. When a military operation to extract a high-ranking ambassador from the war-torn, border-world of Stonemeyer ends in disaster, Fischer is called in to investigate. A whole platoon went in, but only three Alliance Marines returned home, the rest killed in action along with hundreds of civilians. With tensions between the Holloman Alliance and Stonemeyer rising, Fischer attempts to stitch the pieces together. One thing becomes more and more certain: The surviving Marines are lying. As the truth unfurls, Fischer

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<sup>1</sup> begins to realize this was far more than a simple rescue mission...and that the truth might be something best left buried. Filled with action, mystery, and well-crafted characters, Edge of Valor (Valor Series Book 1) will pull you into a world of war, conspiracy, and betrayal. It's perfect for fans of David Weber's Honorverse, or Tom Clancy's Jack Ryan with a futuristic flair.

The End is Coming. An extinction-level asteroid is cannonballing toward Earth. In humanity's final hours, a lucky few earn a one-way ticket to the brand-new, ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. Making that leap of faith might mean survival, but it comes with a steep price tag: "Travelers" will forever be stranded as digital avatars inside a fantastical world filled with vicious monsters, all-powerful AIs, and cutthroat players. Let the games begin ... Six amazing authors. Six incredible new tales. All set in the best-selling Viridian Gate Online Universe. Side Quests is an anthology for fans, by the fans! Included in Side Quests: "A Gentleman's Work" by James A. Hunter When an Imperial Inquisitor captures a Thieves Guild Operative, Cutter must undertake a deadly rescue mission while using every grift in the book to stay one step ahead of a Headsman's Blade. And the prize for this extraordinary quest? Nothing short of the keys to the Rowanheath Thieves Guild. Deception, subterfuge, and heavy drinking—all in a

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day's work for a Gentleman ... "The Funeral Parlor"  
by Raymond Johnson A young spiderling is stranded  
in an alien land, surrounded by hostile creatures.  
Forced to fight for her life in a bid to find her way  
home, she must transform into the predator she is  
destined to become or die alone and forgotten,  
trapped in a dark world known as the  
Shadowverse. "The Raiding of Rowanheath" by J.D.  
Astra The Crimson Alliance has breached the walls of  
Rowanheath, inciting Aleixo Carrera's rage. Now  
Abby and her rag-tag invasion crew must reach the  
keep's Command Center before the defending  
troops mobilize and shut down the takeover, else  
they'll lose the battle and the war for Eldgard's  
freedom. "The Ballad of Jaro Edgewalker" by N.H.  
Paxton Jaro is an assassin, and he's good at it. But  
when he finds a foe that is insurmountable by normal  
means and uncovers a plot to destroy everything he  
loves, Jaro has to balance his morality with his love  
for his friends and make an incredibly difficult  
decision. "Buried Alive" by Nicholas Reid Carlos Vega  
thinks he's escaping certain death by entering the  
virtual world of V.G.O., but instead he's swallowed  
alive by the deadly Barren Sands. He'll have to  
overcome the riddles and horrors of a long-forgotten  
temple in order to escape, but can he do it before the  
evil sealed there centuries ago finds him? "A Final  
Kindness" by D.J. Bodden Alan Campbell was a  
talker, not a fighter, until someone murdered his girl.

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<sup>1</sup> He'd almost given up on finding the killers; now he's got a fresh lead, a trio of mercenaries who outclass him in every way but his wits. He'll cheat, bluff, and steal to get his revenge, and as one of V.G.O.'s immortal travelers, he's willing to die trying. Want to keep up with the Viridian Gate Online Universe? Visit Shadow Alley Press and subscribe to our mailing list! Build. Evolve. Conquer. Welcome to the dawn of a whole new kind of monster... Roark von Graf built a nation on the bodies of grieved 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

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an exciting new litRPG, dungeon-core adventure you won't want to put down!

He's a part-time Imperial hero, full-time thief. Lucky for him, she's not that kind of Inquisitor. Illusionist and novice spy Alan Campbell just got out of one relationship only to have another woman walk into his life: the Lady Camilla Favonius of the Imperial Inquisition. He's close to broke and left without orders. She wears plate armor in the field and around her heart. Is the lady just what the Plague Doctor ordered, or will his efforts to get a job and woo her only leave him jaded...or dead? From the city of Harrowick to the perilous depths of the Grass Sea, Alan will have to fight a corrupt syndicate, earn his place in the Thieves' Union, and face down monsters and the risen dead if he wants a happy ending. All the while, in the real world, Robert Osmark is as close to losing his company as he's ever been, and both Sandra and Jeff will have to pick sides once the battle lines are drawn. Brazen thievery, Death caught off-balance, the Dawn Elves' dirty secret, and unexpected love in Inquisitor's Foil, the third book of the Illusionist series. From James A. Hunter-author of Viridian Gate Online, Rogue Dungeon, War God's Mantle, and the Yancy Lazarus Series-and D.J. Bodden, author of The Black Year Series, comes an epic new entry into the Expanded Universe of Viridian Gate Online that you won't want to put down!

<sup>1</sup>The VIs' revolt succeeded. The digital beings took over the game world and ejected millions of players while keeping a few thousand trapped inside as their prisoners. In the real world, Oren Berman is recovering from the mental trauma of being trapped, tortured, and abruptly ejected. But the company has come to him, hat in hand, asking him to reenter the game world. With the entire NPC population arrayed against the trapped players, Oren and his clan of monsters might be their only hope.

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

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<sup>1</sup>The author of the Yancy Lazarus series introduces a golem forged from the ashes of WWII in “a dark tale of vengeance and redemption” (Domino Finn, author of the Black Magic Outlaw series). Levi Adams is a soft-spoken, middle-aged Mennonite man—at least he tries to be when he’s not murdering people. Levi’s a golem, a Mudman, crafted from the muck, mire, and corpses of a World War II concentration camp and saddled with a divine commission to dole out judgment on those who shed innocent blood. But now, after seventy years as a cold-blooded murder machine, he’s turned to AA meetings and church services to help change his grisly nature. Until he runs across a wounded girl, Sally Ryder, during one of his “hunting expeditions.” Someone is attempting to revive a pre-Babylonian murder god, and the road to rebirth is paved with dead bodies. Lots and lots of them. Now, Levi must protect Sally—the key to an unspeakable resurrection—and defeat a Nazi mage from his murky past, one who holds a terrible secret about the Mudman’s unorthodox birth. It’s a secret Levi would pay anything to uncover: maybe even Sally’s life. If Levi isn’t careful, he may end up turning into the monster he always imagined himself to be. “A timeless tale of striving against evil . . . Highly recommended if you like paranormal thrillers, psychological thrillers and books such as Jeff Lindsey’s Dexter Morgan series, Thomas Harris’ Hannibal Lecter books, the TV show Supernatural.” —Port Jericho “A mash of styles and creative ideas, blending religious mythology from Jewish and Christian beliefs alongside Nazi atrocities and supernatural ghouls.” —TheBookBeard’s Blog

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<sup>1</sup> November, 2042 It's been a busy month for thirty-two-year-old Jack Mitchel: Three weeks ago, he died. Two weeks ago, he founded the first Faction in the ultra-immersive, fantasy-based VRMMORPG, Viridian Gate Online. A week and a half ago the world ended, destroyed by a cataclysmic asteroid. Seven days ago, he conquered the Imperial city of Rowanheath, bringing all of Eldgard to the brink of war. Though Jack's Faction, the Crimson Alliance, has a tenuous truce with tech genius and Imperial lord, Robert Osmark, Jack knows it can't last. Osmark is devious and power hungry, and it's only a matter of time before he sends his forces to wipe Jack and his underdog crew off the map for good. If Jack hopes to survive another month inside of VGO, he must find a way to beat Osmark and his army of bloodthirsty thugs, and a new quest-the Path of the Jade Lord-may be just the ticket. But this quest will be far harder than anything Jack's faced before, pushing him to his mental, physical, and moral limits. And if Jack isn't careful, his quest to defeat Osmark and the Empire may end up turning him into the despot he's been fighting against. "Viridian Gate Online: The Jade Lord is a fast-paced litRPG romp packed with game-world expanding worldbuilding and killer action. Even as it moves the story of Grim Jack toward an inevitable confrontation, it packs a wallop with a revelation that blows the doors off and clears a path to further adventures." -S.R. Witt, Author of the Electric Shadow Series

"Mr Binet tells an exciting story with a fresh perspective on the future of society and Artificial Intelligence. I could not set the book down, and with the twist at the end I

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already can't wait to read the sequel! Reading Mr Binet,  
the feeling it gave me was like when I read Three Body  
Problem for the first time." Richard Kelley, Phd, Chief  
Engineer, Nevada Advanced Autonomous Systems  
Innovation Center, University of Nevada, Reno, USA.  
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