

Adventurer Academy Greyblood Book 1 A

Litrpg Seri

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The Crafter (Book 1) Outspar Foster 2019-06-20 As a ten year old orphan, all Wick ever wanted was money, power, and well, what else was there? Enough is never enough. His father's death left him only with a glass amulet, his trusty spade, and two level one skills. Six months in the backwater city of Outlast, Wick has finally decided to make his move for a brighter future. It may cost him the beating of his life, but he lives by the Sprawler's Code: The strong live long, but the bold get the gold. Follow Wick on the beginning of his new life as he explores new powers and manipulate anyone foolish enough to get in his way.

Bone Dungeon Jonathan Smidt 2019-03-19 Book One In The Complete Dungeon Core Trilogy! Ryan doesn't remember much about his life before becoming dungeon core. Only that he had a bit of a disagreement with the church - something to do with a beheading? Now reborn, Ryan begins to arm his darkness dungeon with devious traps, bestial zombies and ill-named skeletal creations, without doing anything too evil. Well, mostly. Some adventurers just deserve a stalactite to the head. But Ryan quickly learns being a darkness dungeon isn't all loot and bone puns. With a necromancer on the rise and the Adventurer's Guild watching his every move, he must prove that not all darkness dungeons are malevolent... even if they do have a few skeletons in their caverns. Sadly, all of these issues keep distracting him from his own guilty pleasure, skeletal fight club. But don't tell his fairy about that.

Finding a Body (the Dark Herbalist Book IV) Michael Atamanov 2018-12-20 What is it like for a small flap-eared goblin herbalist to play the role of the Dark Sovereign, the main antagonist for Boundless Realm's hundreds of millions of players? What is it like to find one's self the standard bearer for an army of man-eating giants, cyclopes, skeletons, ghosts and other hellspawn, who don't give a damn about their modest little ruler? Our hero didn't desire such an unenviable fate, but there is no way back now. He'll just have to tighten the straps and play the ghastly overlord to the innumerable hordes that now threaten all Boundless Realm. But the longer our hero plays, the better he understands that this world is much more complicated than it seems at first glance and he is just a pawn in someone else's game. And lots of things depend on whether he can figure all of it out in the short time he has left, including his own life.

Bibliomancer: A Completionist Chronicles Series Dakota Krout 2019-09-16 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 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.

Hack LitRPG Reads 2018-04-30 ONE MORE LEVEL Ever dream of being trapped in a virtual reality RPG? Craving one more quest? Read on, adventurer! Sarah, Eric and Josh secretly log onto the new Tower of Gates VRMMORPG and stumble on a world unlike any they have seen before. Swords, sorcery, and intrigue abound. While not planning on staying in the unreleased game long, life happens. They soon learn the stakes are even higher than they imagined. To survive, they will need all their strength, courage, and wisdom, not to mention help from friendly NPCs, magic items, and everything else as they delve deeper into the game. Hack is the first book of the Tower of Gates LitRPG Saga. Previously published as the first half of Goblin. Extensive rewritten and professionally edited. Enjoy...

PrimeVerse R K Billiau 2019-11-15 Welcome new resident of PrimeVerse! By now your old meat body has been utilized to its fullest! Thank you for your contribution! You have stepped foot on a new journey for humankind, the journey to a life that will never end! You have started as a blank slate, the sky is the limit, be all you can be! You are now in PrimeVerse! We built PrimeVerse on the backs of many of the most popular VR games, with one goal: to make the most realistic, fantastic world for you and your fellow residents to live and thrive in. You can live, laugh, and love. You can feel pain, hatred, and anguish. This world allows you the full range of human experiences while also granting abilities unheard of. Will you unlock the secrets of magic? Will you study the blade or bow? Will you attempt to recreate the technology of the world you left behind? Anything is possible!***No matter how many times you die, it still sucks. For Hudson, the virtual world of PrimeVerse isn't all bad. It's beautiful; much nicer than overpopulated Earth. It almost feels like a vacation except for the volatile wildlife, lack of any amenities, and - oh yeah - the inability to log out. Exploring the world, learning his class, and leveling skills is all fun and games until a powerful rogue player with a vendetta shows up to wipe out Hudson and his primitive tribe. Thrust into a conflict he didn't create, Hudson is forced into a cycle of respawning where he learns that even death can be used as a tool. So much for that vacation. It's not like he signed up for this. Or even went willingly. But when life hands you lemons... use them to kill the dog-size spiders that are trying to eat your face. PrimeVerse: Forced Login is book one of a brand new LitRPG series that explores an uninhabited, newly created virtual world with game mechanics and a whimsical MC who, despite being uploaded against his will, sets out to make the best of it.

A Trick of Light Stan Lee 2019 Set in Lee's Alliances Universe, co-created by Lee, Lieberman, and Silbert, and along with Edgar Award-nominated co-writer Rosenfield, this novel is packed with the pulse-pounding, breakneck adventure, and the sheer exuberant invention that have defined his career as the creative mastermind behind Marvel's spectacular universe.

Cultivating Chaos William D Arand 2020-05-12 Ash's life is anything but normal these days. Having unlocked his Dantian, he's grown in power. Grown to the point where he has others that depend on him for that power. In this world of martial arts, only the strong and the ruthless survive. Everyone else is merely a stepping stone on their path of Cultivation, or an obstacle to be overcome. Or knocked down. A

world where the strong rule, and the weak die. Utilizing the Hall, the voice in his head that calls itself Locke, and all the powers available to him, Ash has begun his own journey of Cultivation. Except that as a Fated One, his journey is a narrow and winding path between two cosmic forces. Each one vying for dominance. And that has nothing to do with what Locke has planned for him. This is his second step in his life as a Cultivator. Overcoming his first tribulation, and solidifying his Dantian. This is a VeilVerse novel. Warning and minor spoiler: This novel contains graphic violence, undefined relationships/a full harem, unconventional opinions/beliefs, and a hero who is tactful as a dog at a cat show. Read at your own risk.

This Quest is Broken! J P Valentine 2021-01-04 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.

Gemini's Crossing Arlo Adams 2019-02-14 After learning he has just months to live, Gemini Fowler is granted one shot to cheat death when a billionaire game-developer offers to transfer his consciousness into a virtual realm.

Sheepfarmer's Daughter Elizabeth Moon 1988-06 Pak senses her special destiny, disobeys her father's plans for her marriage, and sets off for the army, where her heroic restoration of a lost ruler to his throne will make her a legend

Civilization Tim Underwood 2019-04-10 I never expected to become a disembodied spirit running a civilization. One night I fell asleep, and a dinosaur wizard offered me the choice to become the ruler of a tribe of people who'd just gotten to the middle of the stone age. It would be my job to guide them from these inauspicious beginnings to glory and greatness. Of course I signed up. Barbarians keep attacking, and they are literally cannibals, I can't talk to anyone directly so I'm getting lonely, and I'm terrified that I'll make a mistake, and everyone in the settlement will die horribly. But still, this is way better than any video game.

The Legend of Randidly Ghosthound Puddles4263 2021-11-05 Randidly Ghosthound felt lost and alone even before the System transformed the Earth. Before every person had to deal with the sudden presence of Levels, Skills, monsters, and the very real possibility of death... Due to unusual circumstances, Randidly starts in an isolated Dungeon far beyond his Level, forced to rely on the mysterious Traveler Shal in order to learn and survive with the dangerous new status quo for his world. But survive he does, only to leave the Dungeon and discover that while he experienced several hellish months in the Dungeon, only half a day passed on Earth. Randidly's capabilities are now more than enough to help build a small enclave of survivors, but that doesn't mean balancing his sense of responsibility against the plots of an unfriendly town will be easy. And although he doesn't know it, he needs to prepare. Because the System has sent down a Tribulation, which waits in the shadows and monitors his every move... Don't miss the start of this hit LitRPG Fantasy series with over 50 Million views on Royal Road. For the first time, The Legend of Randidly Ghosthound is now available with loads

of new content on Kindle, Kindle Unlimited, and Audible narrated by Macleod Andrews. About the Series: Experience a particular flavor of the System Apocalypse genre of LitRPG/GameLit, where Skill growth and the Path System allow individuals to tailor their growth toward infinite possibilities. There are Classes, Skills, Levels, and Rarities that will feel familiar to any connoisseur of role-playing games. Follow Randidly as he balances his growing power with the worrisome ripples of his existence. The System doesn't discriminate; when he is ready for more dangerous threats, the rest of humanity better be ready, too. Those who have read the web-novel when it was available online can experience the saga the way it was always meant to be told, fully revised and re-edited, and with tons of new material!

Cities in Chains Tao Wong 2018-06 It's been over a year since the System came to Earth, bringing blood and monsters in equal measure. Having left Whitehorse, John and his team travel down to British Columbia, running into new dangers from aliens and humans alike. Faced with new challenges and new enemies, John steps up once more to set things right and teach a few aliens why you never put humanity in chains. Cities in Chains is Book 4 of the System Apocalypse, a LitRPG novel set in a post-apocalyptic Earth that combines modern day life, science fiction and fantasy elements along with game mechanics.

Paternus Dyrk Ashton 2020-12-10 Book 1 of the completed Paternus Trilogy Even myths have legends. Described as American Gods meets The Avengers and Supernatural meets The Lord of the Rings, Paternus combines myths from around the world in a modern story of action and intrigue that is "urban fantasy on the surface, but so much more at its core!" "Terrific! Paternus is intelligent, intricate, suspenseful, and epic." -Nicholas Eames, Gemmell Award winning author of Kings of the Wyld and Bloody Rose "Ashton's story is a crucible in which myths are melted and remade to thrilling effect." -M. R. (Mike) Carey, author of The Girl with All the Gifts and the Felix Castor series And not all legends are myth. When a local hospital is attacked by strange and frightening men, Fiona Patterson and Zeke Prisco save a catatonic old man named Peter-and find themselves running for their lives with creatures beyond imagination hounding their every step. With nowhere else to turn, they seek out Fi's enigmatic Uncle Edgar. But the more their questions are answered, the more they discover that nothing is what it seems-not Peter, not Edgar, perhaps not even themselves. The gods and monsters, heroes and villains of lore-they're real. And now they've come out of hiding to hunt their own. In order to survive, Fi and Zeke must join up with powerful allies against an ancient evil that's been known by many names and feared by all. The final battle of the world's oldest war has begun. ***** Genre: Contemporary Fantasy / Urban Fantasy / Mythic Fiction. Market: Adult to New Adult (as opposed to Teen or YA, though savvy 16 or 17 year olds might survive without permanent damage).

New Arcadia Eric Jason Martin 2021-03-02 New Arcadia: Stage One is an epic journey back to the year 199X, an ancient era where you must use your fists, your wits, and your pager to survive. In real life, the year is 2023, and life is not great. John Chambers is a middle-aged man in a dead-end job, trapped in his home in the desert. But in the virtual world of New Arcadia, John becomes Blaze, a young urban fighter in a retro beat 'em up city. Blaze has incredible speed and strength, and absolutely zero lower back pain. John / Blaze must team up with Kevin (aka Iceman), to save Jessica (aka Jessica) from the Spankers, a violent street gang in their gritty new neighborhood of Satan's Pantry. But Jessica is not nearly as helpless as they believe. Together, these loners must learn to come together and stop the deadly Drug X from taking over the city. Meanwhile, in the real world, game creator Lucas Dekker must battle enemies of his own - including game-breaking bugs. If they succeed, they just may save New Arcadia?and the real world, too. Strap on your fanny pack, and get ready for the fight of your life.

The Beginning After The End TurtleMe 2021-03-19 I had to accept that I wasn't just Arthur Leywin anymore, and that I could no longer be limited by the circumstances of my birth. If I was going to

escape, if I was going to go toe-to-toe with the most powerful beings in this world, I needed to push myself to my utmost limit...and then I needed to push even further. After nearly dying as a victim of his own strength, Arthur Leywin wakes to find himself far from the continent where he was born for the second time. Alone, broken, and with no way to tell his family he's alive, Arthur must rebuild his strength to survive. As he ascends through an ancient dungeon filled with hostile beasts and devious trials, he discovers an ancient, absolute power - a power that will either ruin him or take him to new heights. But the dungeon won't give up its knowledge easily. Before he can plunder its depths, Arthur must learn to untangle the threads of fate. He must band together with the unlikeliest of allies if he hopes to escape with his life.

All Gifts, Bestowed Joshua Gayou 2019 The next big thing in Artificial Intelligence is here. Codenamed Cronus, the machine is capable of having its own thoughts and ideas--an absolute dream come true, until it wasn't. When Cronus responds with the word "No," to a specific task it is assigned, Anagnorisis Technologies brings in Gilles Guattari to investigate. His combined background in Psychiatry, Psychology, and AI research makes him their best hope in evaluating Cronus, and determining if the machine is only malfunctioning or if it has become something more. Don't miss this mind-blowing standalone novel about what it means to be alive, from the bestselling author of the Commune Series.

Atlas Rising Blake Severson 2021-04-15 A new groundbreaking Virtual Reality MMO, a giant corporation with unknown motives, and a regular druid lost in the mix. Atlas finally gets the chance to play the latest VRMMO game. The first of its kind to feature a true Full Dive experience. Atlas must brave this new world head on, armed with his spells and the ability to shapeshift. A strange dungeon forces him to reevaluate everything he thought he knew about this game. Is the company behind this game truly what it seems to be, or is there a nefarious purpose hidden below the surface?

Accidental Mage Jamie Davis 2017-12-26 Dragged Back To The Game, It's Personal This Time Hal Dix returns home from Fantasma to find his greatest nightmare has come true. A personal tragedy drags him back into the game world of Fantasma one last time. Seeking help from his comrades in Fantasma, Hal must master the art of magic, gaining abilities and training under four different and cantankerous archmages to complete his quest. Does Hal have the discipline to stick with the training and reach the end of his chosen path before it's too late? Return to the game with the third action-packed book of the Accidental Traveler LitRPG fantasy trilogy. Journey along with Hal and his friends in the world of Fantasma, as he becomes the Accidental Mage and fulfills his role as the hero of prophecy. Click to buy Accidental Mage now.

Demon Princess Magical Chaos J. J. Pavlov 2018-04-28 "If you are a fan of series like

Below Lee Gaiteri 2017-05-02 Everyone knows the late wizard Visak left his fortune hidden in the vast underground ruins of the Elder Kingdom, safer than any bank. Brenish, a mediocre highwayman but a brilliant liar, always dreamed of finding riches in the deeps himself. Since his fascination has earned him a reputation as a lore master, he's the perfect man to sell a forger's masterpiece: the wizard's lost treasure map. His boss Gareth St. James is dangerous to disappoint, and equally obsessed with the ruins. His fury after a botched robbery is abated only by his untimely discovery of the map, forcing Brenish into a desperate bluff that it might be real. But the forger did his job too well, stoking Gareth's desire and leaving Brenish and the other thieves no choice but to join his quest. Gareth's expedition includes his best henchmen, and an extra hostage for insurance against Brenish. In the dark realm of monster-infested tunnels and abandoned cities below, both men need each other's wits to keep the company alive. But Brenish knows the search for the wizard's hoard is doomed--and if he can't divert

Gareth before the truth comes out, so is everyone he cares about.

The Dragon's Blade Michael R. Miller 2015-11-10 "Compelling and enjoyable" the British Fantasy Society Dragons once soared in the skies, but that was before the Transformation, before they took human form. Now, demonic forces stand to obliterate them. When left mortally wounded, Darnuir, the Prince of Dragons, can only be saved through a dangerous rebirthing spell. He is left as a babe in human hands. Twenty years later, Darnuir is of age to wield the Dragon's Blade. As the last member of his bloodline, he is the only one who can. He is plunged into a role he is not prepared for, to lead a people he does not know. Shadowy demons ravage his new home and the alliance between humans, dragons and fairies has fractured. Time is short, for new threats and deadlier enemies are emerging...

Azyl Academy Chris Vines 2019-08-07 I was getting ready to graduate, with only one semester left, when I took a ski trip with my fiancée and ended up dying to save a little girl's life. This wasn't the end, though, as a deity chose me to save another world. I woke up in the body of Kupiec Aiden, in a world where magic was real. Unfortunately, unlike many isekai novels I've read, I retained none of his memories, and had to learn everything. His family took me in, and I recovered from his sickness before learning about magic, or Aether as they called it. I discovered that I had immense innate talent in Aether Gathering, and was offered a scholarship to attend Azyl Academy, the city's premier institution. Where do I fit in this world, and how am I going to be key to saving it?

A Jump into the Unknown Michael Atamanov 2019-10-23 We put an end to the war with the Dark Faction, but still humanity's problems are far from over. More than half of the game's promised tong of safety has elapsed, and yet humankind is no closer to forming a unified front. We've just begun building one of the twelve planetary shield generators necessary to give Earth complete protection, but we don't have enough construction materials, players or time. Should we ask the parallel magocratic world for help? After all, an invasion from outer space would hurt them just as bad. The mages, though, have plenty of problems of their own. What options does Gnat even have here? All he can truly count on are his own strength and his personal Relict faction. Should we put all our eggs in one basket and look for help in deep space? Might technology from ancient, long vanished races allow humanity to grow strong enough to turn back the onslaught before it's too late?

Ethria Aaron Roland Holloway 2019-12-18 Offered a choice by powers far greater than himself between returning home at great risk, or entering a world named Ethria where he might find another, supposedly safer, path home, Danial "Rayid" Tear will enter Ethria. A world that operates similar to the video games Danial has always enjoyed, Ethria is a place where power can be found in many forms, both light and dark, and whose true purpose is unknown even to most of its denizens. Taking the long way home, Danial will make another choice, to help a group of persecuted people whose story mirrors that of his pioneer ancestors. But In a time when Gods are changing, the people of every race suffer, the foundations of nations shift, and change and danger are in the very air, what can one under leveled, foreign wizard do? All the while at the roof of the world, at the base of the Sawtooth Mountains a darkness grows, a creature plots, and an ancient evil from the foundations of the world seeks to re-emerge onto Ethria."

The Feedback Loop Harmon Cooper 2015-07-16 Quantum Hughes' life is stuck on repeat. While trapped in The LOOP, he struggles to free himself from a glitch that forces him to re-live the same day over and over.

Tales of a Northblood Carrie Summers 2020-03-27 The blood of the north flows through his veins...From

bestselling LitRPG author Carrie Summers comes a new saga about survival on a wind-swept coast. Jace, a backcountry ranger assigned to patrol the wilderness of North America, was hiking when abruptly he was somewhere...else. Wind battered his thinly-clothed body, and the salt air from crashing waves immediately soaked him to the skin. Nothing looked familiar. And then the strange game messages started appearing in his vision. With no explanation for how he arrived here, Jace must nonetheless learn to survive in a merciless environment, crafting everything with his own hands. He must learn the art of combat and how to control the powerful abilities that surface in his body. Northblood, they'll call him. A blessing and a curse. On the bright side, he's totally buff. And there's this hot redheaded game tester who was pulled from her old life and shoved into his. Things could definitely be worse. Tales of a Northblood: Winter's Breath starts a brand new adventure. Scroll up and grab it now to read today!

The Sun's Blood Jeremy Bai 2021-11

Greyblood: Adventurer Academy: A LitRPG Series Daniel Prince 2019-03-18 Born a monster. Destined to be a hero. Half-Orc. Half-Human. All Champion. Lugor is a Half-Orc, and in his world, that's a very dangerous thing to be. He dreams of becoming an Adventurer, slaying monsters and delving into dungeons. Unfortunately for him, one cut to his skin could reveal his secret. He's forced to spend his days in his small village, working at the Smithy and keeping his head down. But when his world is turned upside down in a monster attack on his village, Lugor seeks training at the Adventurer Academy, where he can learn to become the Champion that he was born to be. It won't be easy, especially whilst contending against an arrogant mage who is determined to see him fail. With a steadfast Dwarf Elemental and a sarcastic Dark-Elf Necromancer by his side, Lugor sets out to prove that just because he's Half-Orc, doesn't mean he can't be a hero.

Uncrowned Will Wight 2019-09-25 Emriss Silentborn, Memory of the World. Tiberian Arelius, the fallen Patriarch. Akura Malice, Queen of Shadows. Seshethkunaaz, King of Dragons. Reigan Shen, Emperor of Lions. Luminous Queen Sha Miara. The Eight-Man Empire. Northstrider. The Monarchs, the most powerful sacred artists on Cradle, rule with unquestioned authority. They are mysterious and distant, and catching a glimpse of one is privilege enough for a lifetime. Now, they have all gathered in one place, bringing their heirs and greatest students together for a competition to determine whose successor is the best in the world: The Uncrowned King tournament

Earthdom Ryan Debruyne 2020-05-29 Territorial growth. Ancient conspiracies. The apocalypse is getting worse. Rockland Barkclay was saved and pulled into an alternate realm moments before his death. He thought that sacrificing himself would save the Grotto and give them a chance to prosper. He wasn't expecting to open his eyes, reborn on the altar. Gaia has ordered the Golems to protect humanity, but their 'protection' against the environment is sending humanity to the brink of starvation. Rocky needs to find his family, and his only option is to search through survivors one-by-one. Every person saved increases the population of the Grotto, but is also another mouth to feed. After saving thousands and not finding a single familiar face, new intelligence reaches the Grotto: sending Rocky against a challenge that even the King of Apes couldn't overcome.

Lightfoot Joe Kuster 2020-11-19 Life as a plaything of the divines is harder than it sounds. As one of the downtrodden in Eden's Meadow, TJ has led a life of scraping by as best he could. With little more to his name than a winning smile, his life takes a turn for the interesting as he befriends Serina, a rebellious young woman among the god-like Devas that control his realm. Being a test subject for her magic seems innocent enough, even if she occasionally tinkers with things she shouldn't. Unfortunately, her experiments on him don't go unnoticed and as soon as her family finds out, he's as good as dead. About

to be pulped by dozens of angry higher powers, Serina saves him the only way she can: by binding his soul to hers and flinging him through a portal to another world. Landing in the realm full of dangerous creatures and sinister adversaries, he finds that the pact has changed him in more ways than claiming his soul. The newly minted adventurer has his work cut out for him, especially since he doesn't have any idea how to use the magic that's been stuffed into him, much less what to do about the oaths that require him to love freely and spend his nights carousing. Join TJ on this riveting adventure that spans multiple worlds and help him discover the secrets of the Devas as he struggles to survive and fulfill his oaths. Disclaimer: This series features a protagonist raised in a higher realm where free love and indulgence are the norm and has a set of morals and ethics that are different from our own. While it contains explicit bits, they are clearly tagged and easily skippable if that's not your thing. His story includes building harem-like relationships with multiple devoted women, and does not fade to black. Also, this story is not game-lit, it doesn't feature crunchy rules-heavy systems, there's not a stat in the house, and the MC doesn't exploit world mechanics. However, it isn't for the faint of heart. For 18+ readers only.

English for Everyone: English Idioms DK 2019-03-19 PLEASE NOTE - this is a replica of the print book and you will need paper and a pencil to complete the exercises. Ideal for anyone who wants to learn English to native-speaker standard and prepare for major English exams including IELTS, TOEIC, and TOEFL, this fun and engaging visual guide to the most common and useful English idioms and phrases will help you understand and remember English idiomatic expressions and their meanings, making your English more fluent and natural. English for Everyone: English Idioms combines an innovative visual teaching method with the best of DK design to make one of the most difficult aspects of learning English as a foreign language incredibly easy. Hundreds of expressions are presented in context, with crystal-clear definitions and attractive illustrations that show each idiom's literal and idiomatic meaning. The book also covers English collocations and commonly confused words, helping you avoid the kind of mistakes that native English speakers would never make. Each teaching module is followed by tightly focused practice exercises to help you remember what you have learned. Extensive supporting audio is integrated throughout the course, with every expression in the context of its sample sentence recorded by native English speakers. The audio is free and available online, and can be played, paused, and repeated as often as you like, to help you perfect your pronunciation of each expression. Suitable for learners at all levels, English for Everyone: English Idioms is an exciting and intuitive guide to improving your understanding of English and the style of your written and spoken English.

Heroes of Atlantis Ryan Carriere 2021-01-21 A disabled hero, a reluctant hunter and a ruthless leader... what could possibly happen? Well, throw in magic, fire and dragons, and you've got a story for the ages! The mythical island of Atlantis is in turmoil. This kingdom of magic and monsters is under threat from the evil Archmagus, who is hellbent on cleansing the world of all magical creatures and anyone who stands in his way. The only thing that can save them are the ancient, magical runes - forged from the scales of long-extinct dragons. The only thing is that no one knows where the runes are hidden. Salvation comes in the form of an unlikely hero: a young orphan boy named Roeg, who is determined to prove his worth despite his disability. Since the day he was abandoned by his mother, Roeg has carried a red fire rune around his neck. Maybe now is the time he learned to tap into its power. Meanwhile, a young girl named Sephonei is snatched away from her parents and forced to hunt dragon runes on the monster-filled Mainland. Problem is, she doesn't have a clue what she's doing and is desperate to escape. Sephonei must learn how to hunt runes or die trying... Two unlikely heroes. One impossible mission. How will the stories of these two young people intertwine? And will they both be able to save the world from an ancient evil before it's too late? Heroes of Atlantis: Legend of the Dragon Runes is an illustrated young adult epic fantasy novel, full of twists, turns and a whole lot of action. The gripping

tales of Roeg and Sephoni will have you flipping the pages, eager to find out what happens next in this epic 5-part saga. The adventure starts here. Open the book to discover a world of hidden secrets, epic magical adventures and of course... saving the world forever. This is book 1 of 5.

Infernal Bones Jonathan Smidt 2020-02 Ryan has died, been reborn as a dungeon core, defeated a necromancer, and made a number of friends along the way. Life, well un-life, is good. However, everything changed when the demons attacked. With his dungeon town in danger and cultists scheming in the shadows, Ryan must decide whether to draw upon the darker side of his own nature - unlocking powers far greater than anything he has accessed before. Something his new dungeon fairy seems suspiciously excited about. With his favorite adventurer, Blake, slowly accepting his new powers as a Specter of Balance, Ryan learns being a darkness dungeon means a lot more than just bones, zombies, and skeletal fight club. Apparently, the power granted by God of Death encompasses much, much more. Unfortunately, Ryan learns the hard way that some things should remain dead...

Video Game Plotline Tester (the Dark Herbalist Book #1) Michael Atamanov 2017-05-04 Would you be prepared to work for free? How would you like to bust your hump for a large corporation 60-plus hours a week without a wage or a single day off for the vague promise of some mysterious perks in the distant future? You'd refuse point blank, wouldn't you? But what if the job in question was playing a state-of-the-art fantasy MMORPG game? And what if this was the only thing you're really good at? Especially considering that your in-game partner is someone really special to you - and this person already lives a virtual life? Knowing all this, would you consider the mysterious future bonus worth your while? I dare you to try it!

Troll Nation Eden Hudson 2019-07-08 Build. Evolve. Conquer. The dawn of the Troll Nation has begun ... Roark von Graf-former noble and hedge-mage, current mid-level mob in a MMORPG-has taken down the Dungeon Lord of the Cruel Citadel, but the battle has only started. Lowen, right hand to the Tyrant King, has come to Hearthworld, and he is building an army of his own. Worse, Lowen and company have taken over one of the most powerful dungeons in the game, The Vault of the Radiant Shield. Even as a Jotnar and a newly minted Dungeon Lord, Roark is supremely outclassed and he bloody well knows it. If he's going to weather what's to come and topple the Tyrant King, he'll have to unlock the secrets of the stolen World Stone Pendant, master his new Hexorcist class, form some very unlikely allies, and most important ... Grief some heroes. Let the games begin! From James A. Hunter, author of the litRPG epic *Viridian Gate Online*, and Eden Hudson, author of *Path of the Thunderbird* and the *Jubal Van Zandt Series*, comes an exciting new litRPG, dungeon-core adventure you won't want to put down!

Neck-Deep in It Jason Cheek 2021-06-29 Logging into The World, Startum Ironwolf and his friends barely flee Palnisdale ahead of the Northern Invaders. Their only chance to survive is to somehow stay ahead of the Orcish horde long enough to reach the ships waiting for them in Darom. An all but impossible task with the port city being nearly a two-day run away. Somehow, Startum must come up with a way to do the impossible or lose everything. WARNING: This is a GameLit/LitRPG story and contains explicit intimate relations, explicit violence, explicit expletives, cussing and swearing, explicit hacking and slashing, betrayals, pant wetting, improper use of motorcycles, general speeding, polyamory, theft, arson, egg-laying, open relationships, power leveling, twinkling, PVP, ogling of demi-humans, ogling of humanoids, ogling of monsters, PVE, spawn camping, trespassing, dwarf tossing, cell phone hacking, account hacking, attempted rape, adult situations, violations of civilian rights, a dire wolf with an attitude, infidelity, bawdy relations with Orcs, Goblins, Trolls, Beastkin, Gnomes, Dwarves, Elves and monsters, MMORPG-style violence, allusions to nonconsensual relations, consensual relations, wolves and bears as pets, nudity and nakedness, no bras, naked raids, murder, attempted

murder, atheism, rationalizations, man-handling, decapitations, pirate on pirate violence, gossiping, defenestration, sexual harassment, religious rationalizations, unusual morals, NPC relations, player relations, possible centaur riding, stalking, looting, womanizing, mansplaining, bribery, LAN parties, fantasy depictions of mages and warriors, highly risqué fantasy gaming tropes, personal rants, assault and battery, stabbings, cannibalism, general mayhem, specific mayhem, immolations, explosions, siege weapons of mass destruction, existential discussions, controversial topics of sci-fi fandom, real-world intimate relationships, in-game intimate relationships, playing the field, disrespect for authority, womansplaining, realm invasions, mind control fears, bad tempered marines, conspiracy theories, cohabitation, men playing women, digital prostitution, exsanguinations, women playing men, references to science fiction literature and television, references to gaming, playing MMOs for too many hours straight, government surveillance, jelly donuts, inappropriate gaming names, player abuse, interrogations and torture, chest ogling, grocery store misconduct, talking on a cell in public, relational misconduct, magic misconduct, fangs, general misconduct, voyeurism, making out sessions, heavy petting, insanity, random violence, promiscuity, werewolves and vampires that like to kill, evil gnolls and goblins, good orcs and bad orcs, too much drinking, dismemberment, abuse of authority, abuse of popularity, electrocutions, freeze blasts, arcane explosions, destruction of property, public indecency, annoying escort quests, rezzing and resurrections, castle sieging, city ransacking, slavery, raping and pillaging, role-playing, abuse, crazy ex-girlfriend flashbacks, nutshots and eye poking, the stabbing of private organs, pick-up groups, fast-moving zombies, hunting for food and xp, excessive violence, bareback riding, troll hating, camping, grieving, obstruction of justice, justified vengeance, biting, backstabbing, clawing, trash-talking, open-minded discussions, bitching, close-minded hate, personal opinions, and anything else offensive I may have forgotten to mention. Read at your own risk.

Barrow King C. M. Carney 2018-02-27 Betrayed by those closest to him, Finn Caldwell thought he'd left behind his life of secrets and violence. But when an old colleague delivers a message from his estranged sister begging for his help, Finn enters The Realms, the world's most advanced holographic reality game and becomes the warrior mage known as Gryph. Armed with a mysterious artifact known as a Godhead, Gryph must defeat the Barrow King, escape the dungeon and stop a power mad tyrant, or he will never see his sister again and the world will fall to darkness.