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LUCIANA WINTERS

Bones of the Past Createspace Independent Publishing Platform
 Invasions and sabotage. Two civilizations doing anything to exist. War crimes are the norm. Joe takes his first step into exile, and is promptly unable to breathe. This new Zone has a higher concentration of power, magnitudes denser. His first task is to survive, but mere survival is the least of his concerns. The Zone he has landed on has been in a state of constant war for thousands of years, a tug of war between the Elven and Dwarven societies. Not choosing a side is the same as declaring both to be your personal enemy. Though he is resistant, Joe reluctantly decides to go with the group he thinks will help him grow the most-and is instantly plunged into their bitter war. To gain the freedom he desires, Joe needs to turn to the less savory aspects of his class. Engulfed by darkness, Joe can only hope he'll be able to snuff out the light.

The Feedback Loop Artorian's Archives

Both Cal and Dale have become stronger, each in spite of the other. The dungeon - Cal - knows exactly how much their strength has increased, and is working hard to become exponentially more powerful. His schemes are becoming more complex, and his dungeon - his body - more deadly. Dale has a nasty surprise waiting for him as he works to thwart the plans of the devious dungeon. Hearing a voice in his head that distracts him in critical moments, he must fight his mind as he battles deadly creatures. Unbeknownst to both, they are in for the fight of their lives as madness threatens the land...

Archon's Chosen - Book One Thunder Pear Publishing

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.

You're Not Allowed to Die Completionist Chronicles

In the modern world, qi is money. The days of traveling martial artists and mountaintop masters are over. Power is controlled by corporations, modernized martial arts sects, and governments. Those at the bottom of society struggle as second class citizens in a world in which power is a commodity. Rick is a young fighter in this world. He doesn't dream of immortality or becoming the strongest, just of building a better life for himself and his sister, who suffers from a spiritual illness. Unfortunately, life isn't that easy...

A Post-Apocalyptic Harem Artorian's Archives

When the nukes came, there was only one question: Will my family survive? When a message from the mysterious Administrators appeared in front of every living soul on earth declaring our world a simulation and its imminent conversion to a video game, everything changed. Faced with the certain death of humanity and the realization we were living in a simulation only minutes apart can throw a man off his game. Digital or not, real or not, I have a family to protect. A wife and daughter who need me, universe be damned. I say bring it on. Welcome to the end of the world. Welcome to The Great Filter.

Raiya: Starter Zone - a LitRPG Saga Createspace Independent Publishing Platform

A powerful dungeon. A sheep-herder turned Noble. Their path to ascendance through cultivation. Conquering dungeons and using them to grow has long been the most efficient way to become a powerful adventurer. The only thing keeping the process from being easy is the Beasts that inhabit these places. Questions plague those entering this particular place of power: Where do the 'rewards' of weapons, armor, and heavy gold coins come from? Why is a fluffy bunny charging at me? For abyss-sake, why are there so many monsters? Cal has all of the answers to these age-old questions for a very simple reason. He is a Dungeon Core, a soul forced against his will into a magical stone. With the help of an energetic friend, Cal grows a dungeon around himself to bring in new sources of power. When a threat he doesn't fully comprehend bares its many teeth, Cal is determined to survive the attempt on his life. Unfortunately for adventurers, the only way for him to achieve his goal is to eat anyone that enters his depths.

The Catacombs Harper Collins

Necessary As Blood is the latest entry in Deborah Crombie's New York Times Notable, Edgar®, Agatha, and Macavity Awards-nominated mystery series featuring Scotland Yard detectives Duncan Kincaid and Gemma James. A Texan frequently compared to the masters of British crime fiction—including P.D. James, Martha Grimes, Barbara Vine, and fellow American Elizabeth George—Crombie dazzles once more with *Necessary As Blood*—a relentlessly suspenseful tale of a vanished mother, a murdered

father, and a helpless, endangered child.

A LitRPG Novel Createspace Independent Publishing Platform
 Paris, France is known as the City of Lights, a metropolis renowned for romance and beauty. Beneath the bustling streets and cafes, however, exists The Catacombs, a labyrinth of crumbling tunnels home to six million dead. When a video camera containing mysterious footage is discovered deep within their depths, a group of friends venture into the tunnels to investigate. But what starts out as a lighthearted adventure takes a turn for the worse when they reach their destination and stumble upon the evil lurking there.

Annex: A Divine Dungeon Series Ritualist

Trapped between worlds. Potentia might be the way out. Time to kill Something. Luke is an apprentice leather worker, training with his family to one day take over the business. He and his friends Andre, Taylor, and Zed have known each other forever, and swear that nothing will ever tear apart their friendship. Then the Royal Decree comes. With the Dynasty of Dogs invading, and strange monsters appearing in the Hollow Kingdom, a draft has been implemented. Everyone seventeen or older is required to be tested for 'Potential'. If they have it, they will join the mysterious and renowned Ascender Corps. If not, they will be drafted into the Legion as a forced recruit. Three of the friends test as powerful, or dangerous, classes of Ascender. Luke is found to have Potential, barely, but when he steps through the portal to begin his training... he is pulled to a plane that shouldn't exist. With no class trainer, the possibility of survival is low. Luke decides that he wants to live, and keeping his humanity isn't going to help. His best chance is going Full Murderhobo.

Troll Nation Createspace Independent Publishing Platform
 Thrust into an unknown, unwanted situation, most would feel panic, fear anger and fall into chaos. Erik and Rugrat are not immune to those feelings, but they have stepped into chaos so many times, it is simply a different challenge. Two weeks ago, Erik lost his legs and his arm. Today he got a message. "You have been randomly selected to join the Ten Realms. One may choose to ascend the Ten Realms, thereupon making a request to the Gods of the Realms. Only those who are Level 10, 20, 30, 40, 50, 60, 70, 80, and 90 may ascend to the next realm. Fortune favors the strong!" For a retired combat medic and Marine Recon sniper, the Ten Realms offer a clear challenge and sense of purpose that they had only found on the battlefield. How much trouble can you get into in a new realm?

Dungeon Crawler Carl MC PUBLICATIONS INC.

Joe's body is failing him. In order to make his last weeks of life more palatable, he goes into full digital immersion, an environment where he gains a new strong virtual body. Upon entering this new environment, he meets his virtual assistant, an Evolving Intelligence (E.I.), who takes the form of someone close

to him and goes by the name, Spooky. Before Joe and Spooky can begin playing the game, they are both summoned into a reality where magic is possible. Due to the coincidental timing of this event, Joe believes this is all just part of the digital immersion, but it is all real, and now he's a near immortal.

The Sound of Broken Glass Createspace Independent Publishing Platform

Humanity on the run. Desperate base building. Dark deeds done during daylight. Joe has started to draw attention to himself and his abilities. While some of the attention is good and allows for personal growth, most of it is from various organizations that feel threatened by the sudden upswing of power that Joe's guild-The Wanderers-are attaining. As the threat to earth begins to reach its peak, all of humanity has a choice: flee to Eternium, or stay for an uncertain future. Some stay, some go, some don't make the choice quickly enough. In Ardania, the human Kingdom is seeing an unprecedented influx of people. Supply and demand is an issue no matter where you go, as a civilization of a few million can't prepare to accept an eighth of earth's inhabitants at once. Joe sets out to solve problems where he can, but he can't be there for everyone... especially when a group of smiling enforcers are working to bring him down.

Where Memories Lie Harper Collins

Headmaster. Exile. Gladiator. Backed into a corner, Artorian must play fast and loose with the laws of the land. To gather what he needs to progress, he will need to sacrifice what he's gained in order to get this far. With his new school and friends facing their most deadly challenges yet, Artorian finds an opportunity to keep them safe. The cost of it may be access to the new home he's built, but that was never intended to be for him. When he can ensure their safety, Artorian will begin pursuit of his grandchildren once more. If he finds them, will they want to be saved... or will they have found a taste for the darker powers they have accrued? It's time to make the hard choices. Death or graduation.

Mountaindale Press

After the encounter at the Mage's College, Joe's name has become well-known in Eternia. While the majority of his guild is ecstatic over the bonuses that he brings them, not everyone is pleased with his rising influence. In fact, someone has been spreading rumors that Joe is unbalanced, sacrificing comrades for personal power. As a result, Joe is forced to recruit a team of

misfits and discovers that their unique abilities complement his own. With their assistance, Joe moves forward with his plans to specialize into a more powerful version of his Ritualist class. But when the dust settles, he will be forced to ask himself a simple question: was it his actions that lit the fires of war?

The Divine Dungeon Book Two Harper Collins

RitualistCreatespace Independent Publishing Platform

Survival Quest (the Way of the Shaman Book #1)

Createspace Independent Publishing Platform

Jason logs into Awaken Online fed-up with reality. He's in desperate need of an escape, and this game is his ticket to finally feeling the type of power and freedom that's so sorely lacking in his real life. Awaken Online is a brand new virtual reality game that just hit the market, promising an unprecedented level of immersion. Yet Jason quickly finds himself pushed down a path he didn't expect. In this game, he isn't the hero. There are no damsels to save. There are no bad guys to vanquish. In fact, he might just be the villain. (This novel contains graphic violence and language. If books had ratings, it would be rated "M" for Mature)

Ritualist Createspace Independent Publishing Platform

The apocalypse will be televised! A man. His ex-girlfriend's cat. A sadistic game show unlike anything in the universe: a dungeon crawl where survival depends on killing your prey in the most entertaining way possible. In a flash, every human-erected construction on Earth--from Buckingham Palace to the tiniest of sheds--collapses in a heap, sinking into the ground. The buildings and all the people inside have all been atomized and transformed into the dungeon: an 18-level labyrinth filled with traps, monsters, and loot. A dungeon so enormous, it circles the entire globe. Only a few dare venture inside. But once you're in, you can't get out. And what's worse, each level has a time limit. You have but days to find a staircase to the next level down, or it's game over. In this game, it's not about your strength or your dexterity. It's about your followers, your views. Your clout. It's about building an audience and killing those goblins with style. You can't just survive here. You gotta survive big. You gotta fight with vigor, with excitement. You gotta make them stand up and cheer. And if you do have that "it" factor, you may just find yourself with a following. That's the only way to truly survive in this game--with the help of the loot boxes dropped upon you by the generous benefactors watching from across the galaxy. They call it

Dungeon Crawler World. But for Carl, it's anything but a game.

Dungeon Desolation Mountaindale Press

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!

Catharsis Full Murderhobo

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!

The Land: Foundin Wolfman Warlock

A side quest in Dakota Krout's best-selling Completionist Chronicles series! Vengeful assassins. A treacherous companion. T-Rex Head Hands. After the Wolfman nation is shattered, Jaxon has enough spare time to advance his skills and specialize into a better class. Since Joe and his other teammates are either incapacitated or on a mission Jaxon does not believe in, the misunderstood chiropractor turned gamer strikes out on his own. The issue with creating your own path is that you have no idea what awaits you, especially when low charisma guarantees legendary misunderstandings. For Jaxon, that's half the fun. Rexus is a Completionist Chronicles side quest focused on Jaxon and is meant to be read following Regicide.