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## The Kartoss Gambit The Way Of The Shaman Book 2

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No Mistakes (World of the Changed Book #1): LitRPG Series  
 The Karmadont Chess Set (The Way of the Shaman: Book #5) LitRPG series  
 AlterWorld  
 The Kartoss Gambit (the Way of the Shaman Book #2)  
 Survival Quest (the Way of the Shaman Book #1)  
 Game Changer (Reality Benders Book #3) LitRPG Series  
 Sector Eight (Perimeter Defense  
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 Clans War (The Way of the Shaman: Book #7) LitRPG Series  
 Reamde  
 Shaman's Revenge (The Way of the Shaman: Book #6) LitRPG Series  
 Protectors of the Path  
 The Crafting of Chess  
 The Secret of the Dark Forest. (The Way of the Shaman: Book #3) LitRPG series  
 The Feedback Loop  
 External Threat (Reality Benders Book #2) LitRPG Series  
 The Hour of Pain (The Way of the Shaman: a bonus story) LitRPG Series  
 Earth Force  
 The Phantom Castle (The Way of the Shaman: Book #4) LitRPG series  
 Leopold Orso and The Case of the Bloody Tree  
 He Who Fights with Monsters  
 Radical Inclusion  
 The Kartoss Gambit (The Way of the Shaman: Book #2) LitRPG series  
 Clan Dominance  
 World of Sci-Fi & Fantasy  
 Survival Quest (The Way of the Shaman

*The Kartoss Gambit The Way Of The Shaman Book 2*

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### ISRAEL MATHIAS

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No Mistakes (World of the Changed Book #1): LitRPG Series Magic Dome Books  
 Reality Benders is a new series by Michael Atamanov written in a rather rare genre blend of LitRPG, global MMORPG strategy and space adventure creating a seamless picture which unfolds simultaneously in four worlds. One is the Earth with all its political problems and confrontations; the second one a virtual projection of our planet divided into a series of "nodes"; the third one the vast expanse of deep space teeming with civilizations so unlike our own; and finally, a parallel Earth where magic is mundane. Unbeknown to the majority of the Earth's inhabitants, humanity has been taking part in a game brought to our planet by a highly developed and powerful Geckho civilization.

Participating in it can reap considerable rewards as the technologies learned can positively affect both science and everyday life, advancing them decades. Which is why the participant countries aren't in a hurry to share their discoveries, preferring to act on their own. The game's events affect the real world - which is why humanity's potential defeat might have some disastrous consequences for our planet. Gnat is a twenty-year-old gamer and university dropout expelled for organizing online gambling tournaments. He is then offered the choice of either being prosecuted or joining a "research institute studying the effects of virtual reality" as part of a group of fellow gamer dropouts. That's how Gnat finds himself in the Dome: a classified facility for the faction of players taking part in the reality-bending game. The story is told through Gnat's eyes as he gradually explores the virtual world and its rules, learning more about players, NPCs and various space races. He's about to embark on perilous travels through new uncharted lands, meeting our virtual

neighbors and learning to find common ground with them; he's soon to cross swords with space pirates and take part in epic battles which put humanity's very existence at stake.

*The Karmadont Chess Set (The Way of the Shaman: Book #5) LitRPG series* Independently Published  
An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Not long ago, Daniel Mahan, known to everyone as Shaman Mahan, thought that he had taken his sixth and final step in the Barliona gameworld. Yet life has other ideas. The Corporation decides to resurrect the Lord of Shadow and his entire host. The Corporation's CEO personally pushes the reset button. Geranika and his Dragon of Shadow spring back to life as, meanwhile, the Corporation makes an offer the Shaman can't refuse.

**AlterWorld** Independently Published

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Attention all LitRPG readers! This is a special-edition bonus story for those Way of the Shaman fans who don't want to wait for the translation of Book Six. This isn't a new novel but a short story chock full of spoilers. The story retells the climactic ending of Book Five from the viewpoint of Anastaria.

*The Kartoss Gambit (the Way of the Shaman Book #2)* Magic Dome Books

"I'm Terra Kano. I burned out with police work after the last serial killer, so I was ready when asked to be a Protector. Better to prevent blood from being spilled than mop it up after. But protecting not just Valerie Brooks, President of the USA! We're protecting Nature, woman-kind, diversity, education, the arts...everything that brings us alive is threatened. Valerie asked for our help from the start, knowing it would take us all working together to untangle the invisible tentacles of Darkness trapping us in slavery. But a direct attack? Are the uniforms that took her saving her to fight for what's right or holding her hostage to prevent it! Valerie doesn't know. Neither do the Protectors, but we're sticking close 'til we're sure! We could be the only thing that stands between hope for all people, the collapse of the Free World and domination by the SlaveMasters."

*Survival Quest (the Way of the Shaman Book #1)* Magic Dome Books

A product of the latest technologies, Barliona is a virtual world brimming with fun and entertainment. The government has become the guarantor for the in-game currency, allowing its free circulation. As a result, the population floods Barliona in pursuit of easy money. It doesn't take long for the game developers to discover a source of free labor: real-world prison convicts. While their bodies are locked in special auto-maintenance virtual capsules, the prisoners' minds are released into Barliona's virtual mines. Dmitry Mahan has been through it all. Sentenced to eight years hard labor, he now struggles with an unpopular class - the Shaman - and an equally unpopular profession of a Jeweler. His fight for survival becomes anything but virtual.

*Game Changer (Reality Benders Book #3) LitRPG Series* Harper Collins

c 2012 года Loading An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in

search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman.

**Sector Eight (Perimeter Defense)** Magic Dome Books

The path from retail middle management to interdimensional wizard adventurer wasn't easy, but Jason Asano is settling into his new life. Now, a contest draws young elites to the city of Greenstone, competing for a grand prize. Jason must gather a band of companions if he is to stand a chance against the best the world has to offer. While the young adventurers are caught up in competition, the city leaders deal with revelations of betrayal as a vast and terrible enemy is revealed. Although Jason seems uninvolved, he has unknowingly crossed the enemy's path before. Friends and foes made along the way will lead him to cross it again as inevitable conflict looms. After cementing itself as one of the best-rated serial novels on Royal Road with an astonishing 13 million views, the He Who Fights with Monsters Series is now available on Kindle. It's perfect for fans of Pirate Aba, Dakota Krout, and Luke Chmilenko.

*The Kartoss Gambit (The Way of the Shaman)* Createspace Independent Publishing Platform

Read opening chapters here - <http://magicdomebooks.blogspot.com/2019/11/world-of-changed-no-mistakes-by-vasily.html> Let's go! A new, ultramodern mobile game, and the release is just two days away. Be the best, save the planet! Who's going to fight back the monster invasion if you don't? Prerelease already available, no text alerts or payment required. World of the Changed completely modified human consciousness. The incredible graphics that worked even on the simplest of phones. The intuitive interface that made the game accessible for absolutely anyone. The aggressive marketing campaign that put news about the game on every TV, every phone, every tablet. By the time the launch was a few days away, an entire army of fans was out there waiting for just one thing: Hour X. That was what the mysterious developers were calling the release time. But did anyone have a clue what Hour X would unleash on them? Were they ready to pay the price the game demanded? Mark Derwin, a student, was just one of many to have no idea what kind of fate awaited him in the game. All he cared about was jumping into the prerelease as soon as it came out.

**Clans War (The Way of the Shaman: Book #7) LitRPG Series** Magic Dome Books

A strange unyielding body that used to belong to Crown Prince George; a weird game you can't quit until your contract expires; a world teeming with powerful and very real enemies. The game in which your reputation and faction relationship are the only things that matter. Ruslan - a young ambitious gamer - agrees to these terms without hesitation. All that he knows is that he's been contracted to command a space fleet in a brand new game he knows nothing about. Objective: to survive for six

months. He can't tell anyone about the swap. After having made some inevitable newb mistakes, Ruslan has to rethink his strategy, dropping traditional gaming conventions. Very soon Ruslan starts playing the part of the Crown Prince by his own rules. He replaces his quarrelsome Great House allies with sentient insects and chameleons; he even ignores the Prince's wife, preferring the company of a friendly droid and a young artless princess. The aristocratic Empire is in shock, scheming against Ruslan and even trying to bring him before the Royal court. Still, Ruslan can do very much what he wants as long as he does what he signed up for: lead his victorious Sector Eight Fleet to new triumphs.

#### **Reamde** Magic Dome Books

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.

**Shaman's Revenge (The Way of the Shaman: Book #6) LitRPG Series** World of the Changed An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman.

#### **Protectors of the Path** Magic Dome Books

A WALL STREET JOURNAL BEST-SELLING BOOK NAMED BY THE WASHINGTON POST AS ONE OF THE 11 LEADERSHIP BOOKS TO READ IN 2018 **Radical Inclusion: What the Post-9/11 World Should Have Taught Us About Leadership** examines today's leadership landscape and describes the change it demands of leaders. Dempsey and Brafman persuasively explain that today's leaders are in competition for the trust and confidence of those they lead more than ever before. They assert that the nature of power is changing and should not be measured by degree of control alone. They offer principles for adaptation and bring them to life with examples from business, academia, government, and the military. In building their argument, Dempsey and Brafman introduce several concepts that illuminate both the vulnerability and the opportunity in leading today: **Radical Inclusion**. Fear of losing control in our fast-paced, complex, highly scrutinized environment is pushing us toward exclusion—exactly the wrong direction. Leaders should instead develop an instinct for inclusion. The word “radical” emphasizes the urgency of doing so. The Era of the Digital Echo. The speed and accessibility of information create “digital echoes” that make facts vulnerable,

eroding the trust between leader and follower. **Relinquishing Control to Preserve Power**. Power and control once went hand in hand, but no longer. In today's environment, control is seductive but unlikely to produce optimum, affordable, sustainable solutions. Leaders must relinquish and share control to build and preserve power. The principles discussed in **Radical Inclusion** are memorable and the book is full of engaging stories. From a young vegan's confrontation with opponents in Berkeley to a young lieutenant's surprising visitor during the Cold War, from a reflection on the significance of **Burning Man** to a discussion of challenges faced in the Situation Room, **Radical Inclusion** will provide you with leadership tools to address real leadership challenges.

#### *The Crafting of Chess* Createspace Independent Publishing Platform

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

**The Secret of the Dark Forest. (The Way of the Shaman: Book #3) LitRPG series** Tom Rath A war has broken out in the Galaxy! The great spacefaring races are all entangled in the fight and, even at the very edge of the known Universe, humanity can hear the echoes of its distant bloody battles. Our suzerains and defenders the Geckho are also caught up in this all-encompassing conflict. Is that a good thing for humanity or not? The answer is up for debate. On the one hand, the Geckho will no longer take the trouble to defend a planet inhabited by people, which is worrying. But on the other, might humanity have the chance to make a name for themselves and take a more active role in interstellar politics? Gnat is with the Shiamiru crew on the front lines. He's just changed class to Listener and his friends find themselves right in the thick of this grand interstellar war...

#### **The Feedback Loop** Magic Dome Books

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Mahan's ready for new adventures - just as the gaming world of Barliona thought it was about to re-enter its old comfortable rut. The winds of the Dark Forest have finally died down; Altameda has recognized its new owner while Geranika is nursing new schemes of global destruction. Would Mahan be happy with this predictable old life? We think not! New storylines, new monsters, new dungeons and a new status: our High Shaman hates the daily grind! He wants a new apprentice? - then he'd better find someone who has no right to summon Spirits. A new ship? - it's going to be one of a kind! A new love? Well, we'll have to see, won't we?

#### **External Threat (Reality Benders Book #2) LitRPG Series** Magic Dome Books

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Daniel Mahan, the legendary Shaman of the Barliona game-world, has served his sentence in virtual reality. Eleven months of adventures and battles in exchange for eight years in prison isn't a bad trade-off. And yet Barliona refuses to relinquish its grip on the Shaman so easily, erasing the boundary between his two realities. It turns out that it's not so simple to leave the capsule—the Way must be completed...

**The Hour of Pain (The Way of the Shaman: a bonus story) LitRPG Series** Magic Dome Books  
 “Stephenson has a once-in-a-generation gift: he makes complex ideas clear, and he makes them funny, heartbreaking, and thrilling.” —Time The #1 New York Times bestselling author of Anathem, Neal Stephenson is continually rocking the literary world with his brazen and brilliant fictional creations—whether he’s reimagining the past (The Baroque Cycle), inventing the future (Snow Crash), or both (Cryptonomicon). With Reamde, this visionary author whose mind-stretching fiction has been enthusiastically compared to the work of Thomas Pynchon, Don DeLillo, Kurt Vonnegut, and David Foster Wallace—not to mention William Gibson and Michael Crichton—once again blazes new ground with a high-stakes thriller that will enthrall his loyal audience, science and science fiction, and espionage fiction fans equally. The breathtaking tale of a wealthy tech entrepreneur caught in the very real crossfire of his own online fantasy war game, Reamde is a new high—and a new world—for the remarkable Neal Stephenson.

*Earth Force* Createspace Independent Publishing Platform

Date: July 18, 2014 A new pandemic - the perma effect - has taken over Earth of the near future. Whenever you play your favorite online game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators. But some unfortunates - the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other society misfits - choose to flee real life willingly, escaping to the limitless world of online sword and sorcery MMORPGs. Once a seasoned gamer and now a terminal cancer patient, Max grasps at this final chance to preserve his life and identity. So he goes for it - goes for the promise of immortality shared with a few trusty friends and the woman he loves. Together they roam the roads of AlterWorld and sample its agony and ecstasy born of absolute freedom.

*The Phantom Castle (The Way of the Shaman: Book #4) LitRPG series* Magic Dome Books

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. The Virtual World of Barliona is a place of rest and entertainment - but not for everyone. It has become a survival arena for Daniel Mahan after he was sentenced to 8 years in its virtual jail. Mahan has been through it all: the back-breaking work in the mines, betrayal by other prisoners, and finally, the retrial which has released him into Barliona's common world. What more could one want? Mahan could have kept a low profile and enjoy relative freedom while serving the rest of his time. But being a Shaman, he can't help himself. Soon he's a clan leader, taking fifty of the continent's top players to claim the secrets of the Dark Forest.

**Leopold Orso and The Case of the Bloody Tree** Magic Dome Books

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