

The Karmadont Chess Set The Way Of The Shaman 5 LitRPG Series

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Survival Quest (The Way of the Shaman - Vasily Mahanenko 2021-05-17

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.

Dragon King Charlie - Scott Baron 2019-05-15

Book 3 of the series, with Charlie and his friends stuck on a strange world.

A Secondhand Lie - Pamela Crane 2018-04-01
Sometimes you know things you're not supposed to know. Things that you can never un-know. Things that will change the course of your life...and the fate of the ones you love. I found her in our living room, bleeding and close to death, but alive. Barely. Until morning stole her last breath. The media called her killer the "Triangle Terror" ... and then forgot about her. But I never forgot—my murdered sister, and an investigation that led to my own resurrection from the dead. Twenty-two years ago, on a cold February night, Landon Worthington lost his father for the last time. After an armed robbery gone wrong, evidence and witness testimony pointed a shaky finger at Dan Worthington—deadbeat dad and alcoholic husband. But before the dust could settle over the conviction, Landon's preteen sister, Alexis, is murdered in their home, plunging Landon's life into further despair. Two decades and a cold case later, Landon is dogged by guilt over their estranged relationship and decides to confront his incarcerated father about what really happened the night of the robbery. But the years of lies are hard to unravel. And the biggest question of all haunts him: How does everything tie into his sister's murder? And so begins Landon's journey to piece together the puzzle of secrets, lies, and truths that can free his father, avenge his sister, and perhaps save himself. A

short story mystery perfect for fans of Robert Dugoni's Third Watch and Dean Koontz's The Neighbor. Read as a standalone or as the companion book to A Secondhand Life.
The Hour of Pain (The Way of the Shaman: a bonus story) LitRPG Series - Vasily Mahanenko
2018-07-26

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 First Player (Altergame Book #1) - Andrew Novak 2017-05-04

THIS IS ALTERRA, where you can be the master of your own castle... or a field hand on a farm. And this is Jack, who wants to make his way to a different continent, hidden in the virtual mist. And this is an ancient quest line, buried under new versions of the game. Jack's goal: create his own guild. Buy a ship. And set off on the Great Journey. The journey of his life. The dangerous Gravediggers are not the only ones opposing him. Necromancers from sinister Nightmare, elite alpha-citizens, and relic hunters are only a small fraction of the enemies that the First Player will have to face. In the perilous Wasteland, the drifter Jack finds an abandoned truck, where an old-world game console is hidden. This moment marks the beginning of Jack's path to the lost continent, hidden in the virtual depths of the colossal Alterra. He still isn't aware of the enemies standing in his way. Not only are the guild of Gravediggers and the sinister necromancers of Nightmare against him, but also the secret masters of the game world themselves. The discoveries of ancient quest lines, long buried under new versions of the game, give Jack access to the Dark Service. This is a special branch of character development, which is no longer available in the modern version of the game. Now Jack, the messenger of a great Goddess, possesses a Night Weapon, and is venerated by an entire race of NPCs... Just how

will this road end? And it does indeed have an end...

One with You - Sylvia Day 2016-04-05
The instant number one bestseller FROM #1 INTERNATIONAL BESTSELLING AUTHOR SYLVIA DAY The final chapter in the global blockbuster Crossfire quintet Gideon Cross. Falling in love with him was the easiest thing I've ever done. It happened instantly. Completely. Irrevocably. Marrying him was a dream come true. Staying married to him is the fight of my life. Love transforms. Ours is both a refuge from the storm and the most violent of tempests. Two damaged souls entwined as one. We have bared our deepest, ugliest secrets to one another. Gideon is the mirror that reflects all my flaws ... and all the beauty I couldn't see. He has given me everything. Now, I must prove I can be the rock, the shelter for him that he is for me. Together, we could stand against those who work so viciously to come between us. But our greatest battle may lie within the very vows that give us strength. Committing to love was only the beginning. Fighting for it will either set us free ... or break us apart. Heartbreakingly and seductively poignant, One with You is the breathlessly awaited finale to the Crossfire saga, the searing love story that has captivated millions of readers worldwide.

Bravely Second: End Layer - Strategy Guide - GamerGuides.com 2016-03-21

Two years after the Heroes of Light calmed the Four Crystals, Luxendarc is at peace. Agnes Oblige is now Pope of the Crystal Orthodoxy, working with the Duchy of Eternia to maintain peace and prosperity in the land. But there are those who do not wish for peace. The Glanz Empire and its leader Kaiser Oblivion kidnap Pope Agnes despite the efforts of her protector Yew Geneolgia and set out to conquer Eternia. Yew survived the attack and wakes up a week later, determined to rescue his beloved Pope Agnes and stop the advancing Empire once and for all. And so your journey begins... Our guide is filled with a plethora of information to help you on your journey through Luxendarc including: - Complete start-to-finish walkthrough of the main quest. - Full coverage of the Barter Sub-Scenario System and how to obtain new asterisks. - Every other side quest explained in full. - A full examination of the job system and

use of the new additions to the Bravely battle system.. - Post-game dungeons, Ba'al strategies, bosses and other content. - Details on the village-building mini-game centred around the reconstruction of Magnolia's home and much more!

The Beginning (Dark Paladin Book #1)

LitRPG Series - Vasily Mahanenko 2018-10-30

An original LitRPG fantasy from one of the fathers of LitRPG. The unrelenting LitRPG bestseller. Translated into English, German, Czech and Korean languages. Yari becomes a Paladin, a supposed warrior of light and justice. But only when he plunges himself into this new world does he fully realize the scope of its decay and corruption. He decides to take justice into his own hands, meting out punishment in accordance with his own inner truth. But that proves to be too little too late. Having enslaved Earth, the Game has already swallowed the entire adjacent Universe. The only thing Yari can do is work out the game's mechanisms, find the admins and force the access keys out of them, then restart the game using the correct algorithms. That's what Paladins do: they always act in accordance with the idea of justice. Even if they're banished from Light, the darkness itself will comply with their law. The problem is, the admins already have their own restart plans. Who will win this race against time? The self-appointed judge or the three immortals? The three books of the series will tell you all about the Dark Paladin's adventures and his struggle for the integrity of this world.

Bad Luck Charlie - Scott Baron 2019-03-13

A space engineer is sucked through a wormhole to a distant galaxy, where magic is common, and technology is viewed as alien spells.

[Lion's Quest](#) - Michael-Scott Earle 2021-07-31

Leo "The Lion" Lennox is the 10-year world champion of Astafar Unlimited, the best virtual reality game of all time. However, Leo has become bored with his success, and wonders where his next challenge will lie. Then he meets the mysterious Zarra, and she tempts the champ to try her cutting-edge game. Leo soon discovers a virtual world that is beyond fantastic. Can he resist the lure of this amazing game and the beautiful woman that has asked him to quest on her behalf?

World of Sci-Fi & Fantasy - Magic Dome

Books 2019-03-12

A Full Immersion Reading Experience a boutique literary agency specializing in the genres of fantasy and science fiction with the focus on space opera, cyberpunk and LitRPG (video game-based fantasy and science fiction). The concept of fantasy embraces a vast variety of genres with settings varying from ancient to medieval, modern to futuristic. The main difference of fantasy from science fiction lies in the fact that fantasy worlds don't necessarily need to comply with the laws of the physical world as we know them. The universe of fantasy is ruled by magic and the author's imagination which readily waives the boundaries of the known for the sake of a good story.

The Kids' Book of Chess - Harvey Kidder
1990-01-01

Traces the history of chess, describes the pieces and how they move, and discusses the strategy of the game.

Korean - Jaehoon Yeon 2019-06-25

Korean: A Comprehensive Grammar is a reference to Korean grammar, and presents a thorough overview of the language, concentrating on the real patterns of use in modern Korean. The book moves from the alphabet and pronunciation through morphology and word classes to a detailed analysis of sentence structures and semantic features such as aspect, tense, speech styles and negation. Updated and revised, this new edition includes lively descriptions of Korean grammar, taking into account the latest research in Korean linguistics. More lower-frequency grammar patterns have been added, and extra examples have been included throughout the text. The unrivalled depth and range of this updated edition of Korean: A Comprehensive Grammar makes it an essential reference source on the Korean language.

In Search of the Uldans (Galactogon Book #2) - Vasily Mahanenko 2019-04-22

Read opening chapters here - magicdomebooks.blogspot.com/2019/02/galactogon-in-search-of-uldans.html What could be better than space adventures? Captain Surgeon knows the answer to this question-space piracy! Loot, pillage, plunder and sell all the lucre-that's the motto of the Galactogon pirates, and Surgeon is doing his best to join their number.

But what is to be done when the enigmatic Uldans do not want to leave our swashbuckler in peace and keep laying new mysteries in his path, distracting him from his main goal? How does one become a formidable buccaneer, the scourge of Galactogon's countless star systems, when an indomitable alien invasion is razing empires all across the galaxy? Time and time again, the game hands Captain Surgeon the Black Spot and time and time again he refuses to take it. It looks like he will have to work extra hard to realize his dreams of piracy and find the answers to all these mysteries...

Survival Quest (the Way of the Shaman

Book #1) - Vasily Mahanenko 2015-10-26

Barliona. A virtual world jam-packed with monsters, battles - and predictably, players. Millions of them come to Barliona, looking forward to the things they can't get in real life: elves and magic, dragons and princesses, and unforgettable combat. The game has become so popular that players now choose to spend months online without returning home. In Barliona, anything goes: you can assault fellow players, level up, become a mythical hero, a wizard or a legendary thief. The only rule that attempted to regulate the game demanded that no player was allowed to feel actual pain. But there's an exception to every rule. For a certain bunch of players, Barliona has become their personal hell. They are criminals sent to Barliona to serve their time. They aren't in it for the dragons' gold or the abundant loot. All they want is to survive the virtual inferno. They face the ultimate survival quest.

[Video Game Plotline Tester \(The Dark Herbalist Book #1\) LitRPG Series](#) - Michael Atamanov 2018-09-20

The Dark Herbalist is a cyberpunk LitRPG series currently comprising three novels, all of them Amazon bestsellers. In a typical megalopolis of the near future, lush skyscrapers of the business center give way to drab apartment blocks housing the poorest of the poor: third-world refugees, street gangs and criminal overlords. That's where the story's protagonists live: Timothy and his handicapped sister Valeria who'd lost her legs in a car accident many years ago. Timothy finds a job as a video game plotline tester for Boundless Realm, a giant corporation producing the wildly popular MMORPG game of

the same name. The character assigned to him is a goblin herbalist, of all things; his task - to find something that would make this combination interesting for potential future players. There're no guides or manuals to assist him in his work which plunges him into wild untrodden locations far from civilization. His sister Valeria offers her help, creating her own character in order to help her brother. As the two log into the game, they start acting on a hunch, often unwisely, absurdly even. But their abilities to think out of the box allows them to achieve considerable heights - so much so that they attract the attention of both the corporation's bosses and the criminal gangs of their neighborhood. They make new faithful friends (among players as well as some quirky NPCs) and acquire countless followers of their video feeds. They now have lots of fans - and some very powerful enemies. As Timothy realizes he can't stop halfway on this road to success, he plunges himself into more reckless adventures, each one more dangerous than the one before it, trying to attract the audience's attention to his Goblin Herbalist character and make him stand out from the hundreds of millions of other players. The corporation's bosses keep a close eye on his progress. The problem is, such an interest from the powers that be comes with strings attached. Their outward friendliness and respect might result in a totally different set of problems. Deadly problems.

Tartila Mine (The Alchemist Book #5) -

Vasily Mahanenko 2021-05-07

What are you supposed to do when the whole world joins forces against you? Give up, find some hole to duck into, and beg for your life to be spared? But even despite how obvious the answer to that question might be, many an adult had been dashed on the rocks twelve-year-old Tailyn Vlashich was supposed to climb. Ahead of him lay a secret laboratory belonging to the ancients; behind was a horde headed by his sworn enemy. But through it all, Tailyn had those who loved him, those who believed in him, and that support was enough to carry him to the ends of the earth. There was just one question left to answer: who was the Absorber? And what did he want with Tailyn?

The Kartoss Gambit (The Way of the Shaman: Book #2) LitRPG series - Vasily Mahanenko

(Vasilij Mahanenko) 2018-06-09

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. 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. No Mistakes (World of the Changed Book #1): LitRPG Series - Vasily Mahanenko 2019-12-11
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.

The Secret of the Dark Forest. (The Way of the Shaman: Book #3) LitRPG series - Vasily Mahanenko (Vasilij Mahanenko) 2018-06-09
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.

Stay on the Wing (the Dark Herbalist Book #2) - Michael Atamanov 2017-06-02

When Timothy finally found work as a tester for a popular online MMORPG, his lifelong dream was fulfilled. And now, he earns money (and pretty good money, at that) just for doing what he loves - playing a beautiful and realistic computer game. But he isn't some typical run-of-the-mill player, like the millions of others. Timothy is truly capable and talented, and stands out from the crowd. In fact, the faceless masses consider him far too lucky and successful. Many players dislike him for his achievements and hunt him down ruthlessly just because they feel envious or because he looks different. So, what is he to do now when the whole world is against him, and his only allies are his beloved sister and a few trusted friends? Make peace? Sink down to their level? Or just fly ever higher on the wings of success? It's all up to Timothy!

Principles of Physics - Michael Nelkon
1990-05-01

Principles of Physics is a well-established popular textbook which has been completely revised and updated.

External Threat (Reality Benders Book #2) LitRPG Series - Michael Atamanov 2018-07-23

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 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.

Pearl of the South (World of the Changed Book #2): LitRPG Series - Vasily Mahanenko
2020-02-09

Preorder the next book of the series: Noa in the Flesh (World of the Changed Book #3): <https://www.amazon.com/dp/B084D5SLBN> Earth was never the same after World of the Changed. Humanity was reduced to two camps: monsters thirsting to kill, and players doing everything they could to survive. The squabbles people had spent their time on before? Gone. If you wanted to live to see another sunrise, you had to work with everyone you could, from other players to game functions. Mark Derwin, the most advanced player through the initial period of the game, knew all too well that his level was no advantage. Far from it-the game owner didn't tolerate anyone who got too far ahead. The only thing the owner wanted was for Earthlings to disappear without a trace, giving up their resources to be extracted. But not everyone was willing to bend the knee before alien intelligence. In fact, some had begun to fight back against the game.

The Phantom Castle (The Way of the Shaman: Book #4) LitRPG series - Vasily Mahanenko (Vasilij Mahaněnko) 2018-07-26

You're in Game! - Andrei Livadny 2017-05-19
This fast-paced collection of novellas and short stories from leading Russian LitRPG authors sheds new light on their signature worlds. New works by Vasily Mahanenko, Andrei Livadny, Alexey Osadchuk, Michael Atamanov, Pavel Kornev and Andrew Novak! Expect your favorite heroes to play second fiddle to an array of new main characters; once-minor plot lines to lead you in unexpected directions; familiar story events to take new surprising turns. SIX unique writing styles. SEVEN meticulously conceived gaming worlds, two of which come from authors new to LitRPG but who are already experts in the craft of genre fiction. Each story pushes the boundaries of suspense and intrigue. An adventure roller coaster in the new LitRPG anthology *You're In Game!*
The Karmadont Chess Set (the Way of the

Shaman - Vasily Mahanenko 2017-04

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?

The Kartoss Gambit (the Way of the Shaman Book #2) - Vasily Mahanenko 2015-12-09

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.

Leopold Orso and The Case of the Bloody Tree - Pavel Kornev 2019-01-30

[The Karmadont Chess Set \(The Way of the Shaman: Book #5\) LitRPG series](#) - Vasily

Mahanenko (Vasilij Mahaněnko) 2018-07-26

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?

[Countdown \(Reality Benders Book #1\)](#) - Michael Atamanov 2018-04-13

At long last, an extraterrestrial civilization reached out and made the First Contact. However, no one on Earth took their communicate for the genuine article. In a similar vein, very few people appreciated just how little time our new suzerains had promised to keep our planet safe. Regardless, the end of their message showed humankind how to access a mysterious game. The objective of this game is unclear. No one can say where its servers are located, and its inner workings are beyond comprehension. But the game slowly gained momentum, pulling in more and more players. Soon enough, it became impossible to ignore the fact that things that happened in the game had a direct impact on our reality. And not only ours...But as people figure out this mysterious game, the countdown timer ticks away. And no one can say exactly what will happen when Earth's safety is no longer guaranteed.

[AlterWorld](#) - D Rus 2014-07-18

Publication 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.

Shaman's Revenge (The Way of the Shaman: Book #6) LitRPG Series - Vasily Mahanenko (Vasilij Mahaněnko) 2018-07-26

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...

Clans War (The Way of the Shaman: Book #7) LitRPG Series - Vasily Mahanenko (Vasilij Mahaněnko) 2018-07-26

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.

The Wizard (The Bear Clan Book 2) - Vasily Mahanenko 2022-03-14

His initiation complete, Leg knew he had to prove himself worthy of the gift his totem had given him. The boy was facing a long and difficult journey to dangerous lands. Meanwhile, those with eyes set on ruling the Northern Empire were also making their move. But what was most important to Leg? His personal advancement or the integrity of the empire? Of course, it was possible the two priorities were inseparable, especially since a true wizard had been introduced to the world.

The Insider - Christopher Pyne 2020-06-30
Christopher Pyne has been many things and

called many things throughout his long career in politics. Member for Sturt. Minister for Defence. Manager of Opposition Business. Leader of the House. 'The Fixer'. Any Canberra story he doesn't know isn't worth telling. Now, after 26 years, the ultimate insider is outside the House and ready to burst the Canberra bubble with his trademark sharp wit. His revelations of dealings, double dealings, friendships and feuds shine a light on the political processes of those in power: the egos, the sacrifices, the winners, the losers, the triumphs and the failures. From Howard to Rudd, Gillard, Abbott, Turnbull and Morrison, Christopher Pyne has seen and heard it all. The Insider is one of the most brilliant, funny, engaging books by an Australian public figure you'll ever read.

Hippies: A Guide to an American Subculture - Micah Issitt 2009-10-22

An insightful introduction to hippie culture and how its revolutionary principles in the 1960s helped shape modern culture. • Includes 13 primary sources, including excerpts from articles, speeches, and original interviews, and Abbie Hoffman's trial interview • Presents original photography by acclaimed photographer Robert Altman, providing views of hippies at the height of 1960s culture

Game Changer (Reality Benders Book #3) LitRPG Series - Michael Atamanov 2018-09-24

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...

Restart (Dark Paladin Book #3) - Vasily Mahanenko 2018-02-21

