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Dungeon Desolation

Mountaindale Press Auras empowering the body to superhuman status. Invocations tearing the land asunder. The war has arrived. The necromantic armies are on the warpath and nowhere is safe-even the sanctuary of the flying dungeon has been threatened. The leadership of nearly all the sentient races has been wiped out, and only the people most suited to repelling the advancing darkness have an intact monarchy. Cal learns quickly that the primary threat is not the far-off war, but the actions of those entrusted with protecting the population. As it turns out, the idea of using a flying dungeon as a war machine is very tempting indeed. Dale has been facing his trials better than anyone could have hoped for, but when the war takes a turn for the worse, his role is forcibly relinquished. Since his only chance at survival is painful and rapid advancement, Dale must learn if his strength of will can develop into strength of flesh. The distance between the Heavens and the Earth might not be so far after all.

Dungeon Born

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.

Dungeon Calamity

Mountaindale Press *The dead walk the land. The dungeon rises. War will move the Heavens and the Earth. Powerful necromancers are on the move, and the dungeon has become a battleground. Without his faithful Wisp, Cal's mind slips-he begins creating traps and monsters that go against his already loose morals. A direct threat from an unexpected force causes Cal's mind to stabilize, but he doesn't know for how long. Using every resource at his disposal, he works to keep his mind clear while he funds a search for his lost companion. When others fail him again and again, Cal takes matters into his own hands. Deadly situations remind Dale that no matter how well he does in his secluded community, he is still considered a weakling in the greater world. Deciding that his physical and mental training are not enough-Dale resolves to gain strength by any means necessary. Both are aware that they need to keep moving. If they stop, their choices could kill them.*

Dungeon Madness

The Divine Dungeon Book Two

Createspace Independent Publishing Platform 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...

Dungeon Eternium

Arsenal

A Divine Dungeon Series

An end of the world. The start of a new one. A thousand places to be. Artorian has survived his encounter at the Ziggurat, but at a sharp cost. However, the powers in the world are moving and there is no time to rest. Even if Artorian doesn't realize his part in it, the next stage of the great plan is set in motion. In a place of mountains and dales, the old scholar must seek new information in order to puzzle out the last pieces and gather victory with his own two hands. For his loved ones, his humanity may need to be left behind. Yet, becoming something else is a small price to pay for an old man on a mission. Life comes at a price, but success comes with Ascension. War and Moonfall loom on the horizon. It matters little. Artorian will build his arsenal.

Dungeon Eternium

Unlikely allies uniting across the world. Blood feuds that span centuries. A single chance at life. The world watches the sky with trepidation. The insanity of Xenocide knew no bounds, and all will soon suffer the effects he had planned for a millennium. Though none know what is to come, they all know it isn't going to be easy to survive. The Master has a plan, one that can give the world at large a way to escape the onrushing desolation. It may be on the bleeding edge of morality and what he needs might prove too

difficult to secure, but The Master asks for trust. Cal and Dale both have their role to play as the world hurtles toward destruction. One needs to bring the races of the world together while the other simply needs to survive. Surrounded by supposed allies, the duo will do all that they can to succeed-but with every new arrival comes rising tensions and faltering trust. The apocalypse is coming. Will honor or greed stand the test of time?

Algorithm

A Divine Dungeon Series

Mountaindale Press *Only one man can cheat to create change in the dungeon of Order. Old evils lurk within. Love will smite them. Artorian gave up his administrator privileges only to be thrust into a new role. The Law he is bound to allows him to slip past Eternium's ironclad rules and break things once thought immutable. For his family, for all of their futures, he must boldly go where few in Cal like to venture: the game world of Eternia. Most of the people that have come to test this world hate being here: dying in days and returning home in disarray. Artorian agrees with them: a body based entirely on hard numbers and increasingly potent limiters is a stark difference from the intent-based Essence user he has always been. Eternia is no final product, riddled with more holes than a wheel of dire cheese. This wireframe of a world is seemingly held together with glue, tape, and moody pylons. He vows to dig into the construction, finding and fixing where it went wrong. Yet, why meander through scaffolding when one can parkour through the rafters? It's speedrun time!*

Poems by Currer, Ellis, and Acton Bell

Barbarian Assassin

There's something new, dark, and sweet at Old Ironbound Ymir made a vow to master magic and to take care of his women. To do that, he'll stay at the Majestrial Collegium Universitas, but he'll stay on his own terms. He has a new business idea that will make life at the college sweeter and keep all the scholars randy. Ymir's new business scheme requires a kitchen girl: the flirty dwarf named Toriah Welldeep, whose cheerful smile hides a broken heart. It's not all work, though, and he finds love, laughter, and passion with Jennybelle Josen and Lillee Nehenna, though the elf maiden is struggling to come to terms with the short lifespan of her new family,

and something is giving Jenny nightmares. Could it be one of the new professors working at Old Ironbound? The incoming teachers are not what they seem. Is the Midnight Guild coming to finish what they started? Barbarians don't wait for assassins to murder them in their beds. Barbarians murder first. Disclaimer: Barbarian Assassin is a steamy slice-of-life harem adventure in a magic university on another world. The story burns slow and hot, as hot as the depraved women in Ymir's life. The sex scenes are explicit. You've been warned. Enter a brand-new world from Aaron Crash, the bestselling author of the American Dragon series.

The Chained Maiden: Bound by Hope

Dora has survived a demonic cult, saved a city from being overrun by Undead, and has struggled to find a way to rescue her family. Now, the time has come for her to finally take back what belongs to her! Armed with knowledge gifted to her by an ancient and vile being in exchange for a future favor, Dora sets out to invade the lost city of Targua to liberate the kidnapped Yellowmoon Menagerie. Unfortunately for Dora and her friends, Targua just so happens to be trapped in another dimension entirely, guarded by slaving demons, and accessible only through the power of the God of the Hunt's avatar. And par for the course for Dora's luck, the avatar has also gone missing. Now it's up to Dora to venture deep into the Dread Jungle, homeland of the orcs, to locate the reclusive avatar and save her family. And she's going to need every ounce of luck and skill she and her friends can bring in order to succeed! Erafore may never be the same again.

A Book of Golden Deeds

Of All Times and All Lands

Bone Dungeon

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.

Something

Full Murderhobo 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.

Abandonment to Divine Providence

Lulu.com ""The Rev. Jean Pierre de Caussade was one of the most remarkable spiritual writers of the Society of Jesus in France in the 18th Century. His death took place at Toulouse in 1751. His works have gone through many editions and have been republished, and translated into several foreign languages. The present book gives an English translation of the tenth French Edition of Fr. de Caussade's ""Abandon ? la Providence Divine,"" edited, to the great benefit of many souls, by Fr. H. Rami?re, S. J. [...] ""It is divided into two unequal parts, the first containing a treatise on total abandonment to Divine Providence, and the second, letters of direction for persons leading a spiritual life. ""The ""Treatise"" comprises two different aspects of Abandonment to Divine Providence; one as a virtue, common and necessary to all Christians, the other as a state, proper to souls who have made a special practice of abandonment to the holy will of God."" - Introduction

Paradise Lost

A Poem, in Twelve Books. The Author John Milton

Axiom: A Divine Dungeon Series

Artorian's Archives A town put to the sword. The young forcibly recruited. An old man out for revenge. After his town is put to the sword and the children are taken to replace the fallen, an old man is out for revenge. He's ready to fail at the most difficult challenge in the world: cultivation. Too corrupted to even take the first steps, the sly old elder simply agreed with those who told him that it was impossible. Then he quietly ignored them, rubbed his hands together, and started anyway. He had always failed in what he did: he lost his way from the academy, his command was devastated by a Mage, he lost his town, and now his last hopes for the future had been stolen by a group of raiders. The only thing that had never failed him was his sharp mind and philosophy. He would cultivate... no matter what it cost him. A lifetime of failure can dull and dampen a soul. A reason to live, a goal, can change that in an instant. It is always darkest just before the dawn.

The Interior Castle

Aeterna Press AMONG the things which I have been commanded to do under obedience, few have proved so difficult to me as writing at present something on prayer; and this for two reasons, because it seems to me our Lord does not give me spirit, nor a desire to write, and also because I have had, for the last three months, such a noise in my head, attended with extreme weakness, that I write with pain, even on necessary business. But knowing the power of obedience, which makes things easy that seem impossible, my will is determined to undertake the work very cheerfully, though nature seems exceedingly averse to it, because our Lord has not given me such virtue that I should be able to accomplish the task, considering how I have to endure continual sickness, and how many different employments occupy my time, without great resistance on the part of nature. May he be pleased to accomplish the work, who has performed other more difficult things for me; in His mercy I trust.

Dungeons & Dragons Baldur's Gate: Descent Into Avernus Hardcover Book (D&D Adventure)

Wizards of the Coast Diabolical dangers await in this adventure for the world's greatest roleplaying game. Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells? • This heroic Dungeons & Dragons adventure book takes players from levels 1 to 13 as they journey through Baldur's Gate and into Avernus, the first layer of the Nine Hells. • Baldur's Gate is among the most iconic locations in fantasy culture. A mist-cloaked metropolis on the Sword Coast, it's a place of history and a home to heroes. • The book introduces the infernal war machines to fifth edition D&D—battle-ready vehicles, which you can customize as you blast off into the Blood War. • Dungeon Masters will entice their heroes with devils' deals, designed to lure adventurers with the ultimate temptations of power and treasure. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience

Essence: A Divine Dungeon Anthology

Infernal or celestial. Young or old. Each has their own path to power. Delve into the world of the Divine Dungeon with new and old cultivators alike. Discover the Lion Kingdom's beginning, learn the origin of Odin and his ravens, and take a philosophical approach to cultivation. These stories and more are included in the first short story anthology set in Dakota Krout's Divine Dungeon universe. Eight incredible new tales told by eight amazing authors. Check out this LitRPG and GameLit fantasy anthology today! Lion Start by Rohan Hublikar Join Garron and Andros as they flee an oppressive Noble house and begin learning the secrets of cultivation while evading capture. Perhaps their methods will even create a legacy of its own? Legacy of Thunder by Steven Willden Learn the origin of Odin and his ravens, back when they were all simple cultivators in Azguardia. How did a child eventually become one of the most powerful and well-known lightning users of all time? Flight of the Glitterflit by Ryan Ball Test both the dangers and joys of surpassing your personal limits with Jack, as he learns what it really means to determine your own destiny. A person's fate is never what you would suspect. Splat! by Raymond Johnson A simple Dungeon Goblin has been killed in the same way over and over, constantly revived by the

dungeon it has bound itself to. Is there more to the deaths than simply fighting adventurers? The Spirit Dungeon by Alexis Keane An infernal cultivator is driven from his home by true necromancers. During his escape, he finds a secret that could allow him to live nearly forever. Will he be able to control it? Hidden Lantern by James Auwaerter The Inquisition has arrived. At least, one of the members has. It is up to him to determine if this area is worth saving... or should be purged by fire. Butcher Boy by Dakota Krout Follow the saga of Ramset as he learns what it means to be a cultivator in a city where men are only allowed to be mere mortals. Axiom by Dennis Vanderkerken What is cultivation? How is it possible? Philosophy to the rescue! When an old man loses everything, he decides that age is not going to be what stops him from rescuing the young ones that have been 'recruited' by the raiders that took them.

Ritualist

[Createspace Independent Publishing Platform](#) *The decision to start a new life is never an easy one, but for Joe the transition was far from figurative. Becoming a permanent addition to a game world, it doesn't take long to learn that people with his abilities are actively hunted. In fact, if the wrong people gained knowledge of what he was capable of, assassins would appear in droves. In his pursuit of power, Joe fights alongside his team, completes quests, and delves into the mysteries of his class, which he quickly discovers can only be practiced in secret. Ultimately, his goal is to complete every mission, master every ability, and learn all of the world's secrets. All he has to do is survive long enough to make that happen.*

Raze

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 Arдания, 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.

Alumni

A Divine Dungeon Series

An academy that scrapes the sky. Blight that fills the earth. Two codgers duking it out. Artorian has decided to live, all in order to save his lost village children. His recent battle against a simple raider Captain has proven that if he tries to charge ahead... he'll die. With the help of his captors, who quickly turn into close friends, Artorian takes the first steps onto the path of a true cultivator. Finesse, skill, fine-tuned cultivation techniques, and more is within his grasp. Artorian is more than willing to learn; after all, that's his specialty! This knowledge has strings attached. After meeting the ancient enemy of his trainers, Artorian returns to the place he first studied his true passion of philosophy: the Skyspear. It's under new management, and the alumni have very different ideas about how the students should be trained.

The Dungeon Dozen

Vol. 1

An idea book for Fantasy Roleplaying Games offering answers to such eternal questions as "What's in the Giant's Lunchbox?" and "Why is there an Underworld?" The Dungeon Dozen provides over 200 system-agnostic random tables designed to fuel game ideas for GMs and players of fantasy role playing games. These tables run the gamut from quick monster generators, encounter tables, strange treasures, weird hirelings, and solutions to at-the-table quandaries for when the players take an unanticipated turn. Loaded with black and white old school dungeon art calculated to spur on the imagination, the PDF is thoroughly book-marked and has a quick-reference guide and full index.

Jane Eyre

The LitJoy Classics edition of Jane Eyre features a fully illustrated cover and interior end pages, five full-page illustrations, gold-color ribbon, custom slip cover, gilded gold page edges, and artwork by Felix Abel Klaer.

The Great Controversy Between Christ and Satan: From the Destruction of Jerusalem to the End of the Controversy

Yesterday's World Publishing "The Lord has shown me that Satan was once an honored angel in heaven, next to Jesus Christ. His countenance was mild, expressive of happiness like the other angels. His forehead was high and broad, and showed great intelligence. His form was perfect. He had noble, majestic bearing. And I saw that when God said to his Son, Let us make man in our image, Satan was jealous of Jesus. He wished to be consulted concerning the formation of man. He was filled with envy, jealousy and hatred. He wished to be the highest in heaven, next to God, and receive the highest honors. Until this time all heaven was in order, harmony and perfect subjection to the government of God."-Ellen G White

Annex: A Divine Dungeon Series

Artorian's Archives 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.

Dungeon Lord

Dark forces have extended Edward Wright an offer of incredible power at a terrible cost.....and Edward has chosen to make them regret it. When Edward is swept into the world of Ivalis as a Dungeon Lord, the Dark's most powerful servant, he has no servitude in mind. He'll oppose the evil plans of the Dark god Murmur, whatever it takes. Through only his wits and his guts to help him survive a weakened arrival, Edward must rise to power if he is to earn the right to live another day. But in the battle between Dark and Light,

what can Edward choose if both sides are cruel, uncaring monsters? Cold gods laugh in the distant world of Ivalis. Heroes chase after power and experience, while Kings send their armies to their deaths in the name of the Dark and the Light. But no one expects the rise of the Dungeon Lord... And in the world of Ivalis, maybe a single man can forge his own path.

Inflame

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 Dialogues of Gregory the Great Translated Into Anglo-Norman French by Angier

Sagwan Press This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Rexus

Side Quest

Completionist Chronicles 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.

Artifact: A Divine Dungeon Series

Mountaindale Press Precious D.E. points. Staunch believers. One cantankerous beaver. Artorian has seen better days. Chased by demons, hunted by the Red Inkquisition, on the run as a fugitive... and he's spent barely any time in Eternia. Stuck as a tiny noodle dragon and formed into a crown to decorate the heads of Nobility, he is forced to rely on his friends instead of fixing the issues of the world himself. Luckily for everyone else, the plucky grandfather does not know how to quit. If all Artorian can do is wiggle, then he will wiggle fiercely! By unearthing the secrets of the deity system, he'll find what it takes to make the true tools of victory. Other deities make mere weapons... Artorian makes Artifacts!

The Village Blacksmith

Candlewick Press (MA) A contemporary envisioning of a nineteenth-century poem pairs artwork by G. Brian Karas with the Henry Wadsworth Longfellow classic. His brow is wet with honest sweat; He earns whate'er he can, And looks the whole world in the face, For he owes not any man. The neighborhood blacksmith is a quiet and unassuming presence, tucked in his smithy under the chestnut tree. Sturdy, generous, and with sadness of his own, he toils through the day, passing on the tools of his trade, and come evening, takes a well-deserved rest. Longfellow's timeless poem is enhanced by G. Brian Karas's thoughtful and contemporary art in this modern retelling of the tender tale of a humble craftsman. An afterword about the tools and the trade of blacksmithing will draw

readers curious about this age-honored endeavor, which has seen renewed interest in developed countries and continues to be plied around the world.

Ruthless

Completionist Chronicles Enemies emerge everywhere. Stagnation starts seeming standard. Results require Ruthlessness. Joe has been moving deeper into his study of ritual magic, and further away from his combat team. He's learning more and more, but more often than not needs to choose between his research and squad leadership. Improving the town is a huge help to the guild, and they have been pushing to increase their power. Their rapid increases have not gone unnoticed. The guild receives an ultimatum, delivered by assassins and signed with blood. If they continue to accrue power and fame, each and every person with a grievance against the guild will come to smash the town back to square one. With tensions coming to a head, all Joe wants to do is leave it all behind and reach the next area. He flatly refuses the guild when they ask him to devise lethal options to use against the gathering army, but when the time comes... even Joe is unsure if he'll step into the limelight and show everyone exactly how Ruthless he can be.

He Who Fights with Monsters

Book 2: A LitRPG Adventure

Independently Published 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.

Ascend Online

Forgotten Realms

Campaign Setting

Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

He Who Fights with Monsters 3

A LitRPG Adventure

Independently Published *For all that Jason's new life is amazing, he is about to learn that his new power, wealth, and influence comes at a price... Riding high on success, he and his team are looking to the future, preparing themselves for the challenges to come. Nothing, however, could prepare him for the lessons his enemies have to teach. When magic is involved, the stakes can be even greater than life and death. While Jason's personal enemies make plans, the greater foes plaguing his new home have been pushed to the brink. With one powerful card left to play, they are on a collision course with Jason and his team. With no one to help and more than their lives on the line, Jason and his companions must fight with more monsters than ever in the race to grow stronger. With an invincible enemy already anticipating them, they will learn that sometimes winning the battle is more important than surviving it. Book 3 in the bestselling He Who Fights With Monsters Series, coming Fall 2021!*

Hunt

Dragonlance

Key of Destiny : Age of Mortals Campaign

Sovereign Press Fantasirollespil.