

The Land Predators A LitRpg Saga Chaos Seeds Book 7

Inspired by his millions of fans worldwide, many of whom wrote him emails and letters questioning the fate or the origin of some of the most popular characters and storylines from Ranger's Apprentice, John Flanagan decided to reward his loyal readers with a collection of stories answering these questions. In Book 11 of the Ranger's Apprentice epic, fans will see never-before-published stories featuring all their favorite characters, from Will to Halt, from Horace to Alyss. More than a companion book, THE LOST STORIES is, ultimately, a new entry in the series—and a tribute from author to reader. Visit www.rangersapprentice.com

The Acclaimed Debut Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four

THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" Tricked into a world of banished gods, demons, goblins, sprites and magic, Richter must learn to meet the perils of The Land and begin to forge his own kingdom. Actions have consequences across The Land, with powerful creatures and factions now hell-bent on Richter's destruction. Can Richter forge allegiances to survive this harsh and unforgiving world or will he fall to the dark denizens of this ancient and unforgiving realm? A tale to shake "The Land" itself, measuring 10/10 on the Richter scale, how will Richter's choices shape the future of The Land and all who reside in it? Can he grow his power to meet the deadliest of beings of the land? When choices are often a shade of grey, how will Richter ensure he does not become what he seeks to destroy? ps - Gnomes Rule

Aleron Kong's #1 Best Selling LitRPG Saga continues in "The Land: Swarm" The enemies of the Mist Village are moving, the storm clouds are gathering, what are Richter and Sion to do??? Crush the game, that's what! More of everything you love in LitRPG: Powerful items, epic battles, awesome quests and in depth world building! What happened to Elora? Where is the swarm? Did the rock giant make Richter jelly? What are the colonel's secret spices??? Journey back into my world and find out! Come back... to The Land!

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.

The sign is small, tucked into the corner of Mr. Clutters

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.

The 8th Novel of the Internationally Acclaimed Chaos Seeds Saga Over 100 THOUSAND ?????? Reviews A mesmerizing tale reminiscent of the brutality of Goblin Slayer and the majesty of Game of Thrones Audible's Customer Favorite of the Year! #1 Audiobook 2017 #1 in Epic Fantasy || #1 in Humor Welcome my friends! Welcome... to "The Land!" The battle of the dead was won, but at a great cost. Sion, leader of the Mist Village was left with only pain and regret as Richter was claimed by the abyss. What no one but the abandoned chaos seed knows is that he narrowly avoided the curse of the lich Singh, a curse that still hangs above his head. Now, surrounded by miles of darkness and tons of crushing rock, Richter has to find his way back into the light. The only problem is that this monster of a man is being pursued by monsters, a demon and his own foolish choices. Faced with all the dangers of the deep dark, what will Richter say when the buried horrors of The Land come a calling and asked if he's paid his dues? Well he'll look right back, stare that horror in the eye and say, "Yes sir, the check is in the mail!" Welcome back my friends! Welcome back... to The Land! ps - Gnomes still Rule!

A gorgeously illustrated anniversary edition of the book that launched the epic Farseer Trilogy, praised by George R. R. Martin as "fantasy as it ought to be written" and Lin-Manuel Miranda as "an incredible series," featuring a new foreword by Robin Hobb and ten illustrations. Twenty-five years ago, Robin Hobb's first novel featuring Fitz Chivalry Farseer and his mysterious, often maddening friend the Fool struck like a bolt of brilliant lightning. Thus began a beloved saga spanning multiple series, full of adventure, magic, and sinister plots. To celebrate a quarter-century of wonder, this special edition of Assassin's Apprentice presents a modern classic as it's never been seen before: in hardcover, with ten beautiful illustrations by Magali Villeneuve. Young Fitz is the bastard son of the noble Prince Chivalry, raised in the shadow of the royal court by his father's gruff stableman. He is treated as an outcast by all the royalty except the devious King Shrewd, who has him secretly tutored in the arts of the assassin. For in Fitz's blood runs the magic Skill—and the darker knowledge of a child raised with the stable hounds and rejected by his family. As barbarous raiders ravage the coasts, Fitz is growing to manhood. Soon he will face his first dangerous, soul-shattering mission. And though some regard him as a threat to the throne, he may just be the key to the survival of the kingdom. Praise for Robin Hobb and Assassin's Apprentice "Fantasy as it ought to be written . . . Robin Hobb's books are diamonds in a sea of zircons."—George R. R. Martin "A gleaming debut in the crowded field of epic fantasies . . . a delightful take on the powers and politics behind the throne."—Publishers Weekly "This is the kind of book you fall into, and start reading slower as you get to the end, because you don't want it to be over."—Steven Brust

The Mist Village has an insidious history. Just beneath the thin veneer of joy and life, the sins of the past lie in wait. Richter will learn that some debts do not just fade away and, more importantly, must be paid. Luckily, he is not alone. In the village, fighters and smiths, magicians and hunters, will band together to prove an old adage: it takes a village ... to crush your enemies.--adapted from publisher's description.

The first book in a new fantasy LitRPG series, has arrived. A Goddess is stirring up trouble, and Arthur happens to be the one caught up in the action. After an unfortunate encounter, Arthur is given a second chance in a new world. To his surprise, this new world has mechanics that

remind him of Role-Playing Games from Earth. He has been given a simple directive from the Goddess, to help the people of the world and spread her name. He quickly discovers this will not be an easy task. The world has been overrun with bandits, who work for the lords of the land and cause all the denizens to live in abject ruin. Can Arthur tame Dravincia and push back against these forces or is he destined to fail spectacularly and have to hope for another try?

Contains illustrations. Anger. Pain. Happiness and sorrow. Lev left them all behind as he faded into the void. What of his victory? Had all his hardships been for naught? His dreams and enemies slowly slipped from his grasp as he was transmigrated into another body. He wanted to see the world change, but that opportunity was stolen from him - Or was it? Shackled by slavery and cursed as a social outcast, Lev must claw his way up a new social ladder laden with abuse and destruction.

A mysterious Dragon, an army of orcs and goblins, and a Kingdom is born. The battle with the bandits is over, and the companions turn toward building the village of Alem's Crossing. At the same time, Arthur is thrust into his new reality after discovering his true heritage. The young thief, Rayne, raids a noble's treasury to find nothing more than disappointment and a hidden note. Given a quest of divine origin, he gathers a group of refugees to flee the city and head for the promise of a better life in the small village of Alem's Crossing, on the edge of the kingdom. The Champions of the gods take the field in clashes of might, and the ancestral bond of Dragons returns. Can Arthur succeed in his task and reclaim the Soul Bond before time runs out? Will Rayne make it to his destination before tragedy strikes? The LitRPG adventure heats up with more fighting, more crafting, and of course, more city building.

When Gunnar Long is transported into the first fully-immersive virtual MMORPG, he finds himself in a new world filled with magic, mystery and adventure. No more 9-to-5 job. No more studio apartment. No more reality TV. Finally, he's in a place where he can call home, a place with people he can call friends. But as more people want to trade their real world lives to get inside Eden's Gate, the government of the outside world wants the "game" shut down at all costs. Gunnar must learn to survive, grow in power and find a way to send a message back to his old home. "We're fine. We're alive. Eden's Gate is real." Eden's Gate is a LitRPG adventure.

Everything is not well in The Land. The dead lay restless in their graves and Richter's actions have not gone unnoticed. He arrogantly tried to create something good. How could he not understand that the forces of destruction would demand their due ... in blood. Reichter will learn that his earlier sacrifices were nothing. Not when compared to what will be taken. His enemies will leave him broken, but they will learn something as well. The wrath of a chaos seed is not to be taken lightly!

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.

From Wall Street Journal bestselling author Aleron Kong comes, *Awakening*, Book One of *God's Eye*, the long awaited second series of the *Labyrinth Universe*! *Telos* is a world at the center of the Universe. A bright jewel wrapped in a Lattice of realities. It is a world that gods and demons call home at the beginning of a new age. Remy is a newly risen deity, struggling to survive in a Battle Royale where the consequences are worse than death and last longer than damnation. He will find that he cannot live without his tribe of worshipers. Their strength is his, and his is theirs. Other tribes want nothing more than to feast upon their flesh and consume their power. It is a deadly race of technology and power, faith and corruption, of commoners and legends. Gods of ancient pantheons and demons of forbidden nightmares compete in a timeless game where the stakes are the souls of every living being. These old forces will come to fear a newly risen god. His name will become a curse on their lips. His name will be a chant in the mouths of the faithful. His name will be carved in time. Zero Fell, Zero Fell, ZERO FELL!

To Save Her Future, He Can't Have One. Ben Travers is facing an impossible choice. When a girl arrives from his future claiming to be family, she brings nothing but bad news. Ben has two possible fates, and no matter which he chooses, he has to die. In a desperate bid to alter his future, Ben must seek a mysterious device that the Quickly family would rather keep hidden. He'll confront a rogue faction of temporal fugitives-his only ally a girl he never knew existed. Adventure. Family. Time Travel. For Ben Travers, it's all going to collide. Take a leap into the fourth book of the *In Times Like These* time travel series. Read in order or jump right into this thrilling stand-alone novel. Fight the future! Start your adventure today, because yesterday may be too late... The children of an assassinated emperor try to stay alive and avenge their father's death while continuing down their individual life-paths, one in a monastery, another training with elite soldiers, and one appointed a minister determined to prove herself to her people.

Control dinosaurs. Tame women. Rule the world. Victor and his tribe of beautiful women prepare to leave their fort and journey to their new base, but as usual with *Dinosaurland*, things never go according to plan. Now Victor must protect all of his tribe without the aid of walls, and an old enemy gathers an army to give chase. Victor will have to use every power at his disposal to protect his women, and the journey will uncover new secrets of this strange world.

"Based on the real-life story of Alicia Corning Clark"--Jacket.

Welcome to Long Awaited seventh novel of the Best Selling LitRPG Saga, *Chaos Seeds*, by Aleron Kong. A mesmerizing tale reminiscent of the wonder of *Ready Player One* and the adventure of *Game of Thrones #1* in Epic Fantasy -- #1 in Cyberpunk -- #1 in Video Game Fantasy In *The Land: Predators*, the Mist Village has harnessed its power. Core buildings, Professional fighters and now, their own Dungeon, the settlement is primed to grow into a kingdom of true power and magic. The path to power has not been without risk, however. The MistVillage has been noticed. Evil nobles from the Kingdom of Law, bloodthirsty goblins from the Serrated Mountains, an undead lord with a penchant for human sacrifice and fanatical kobolds from the Depths, all plot the village's destruction. The predators are circling. Richter's people are horribly outnumbered by foes whose own power has been entrenched for thousands of years. Richter and Sion need to be stronger than ever before. Luckily, they are. New skills have been learned, stronger enchantments have been wrought and the hundreds of villagers have answered the call to adventure. The Companions do not stand alone. While many eyes have turned towards the mists, wanting to take the treasures within, the Mist Village stares back with a simple message. Come and get it!

First in the classic Cycle of Fire trilogy from the acclaimed fantasy author: "An outstanding piece of work in every way." —Andre Norton, *New York Times*—bestselling author Caught in an evil plot by a king's emissary keen to seize power, Anskiere—master of wind, wave, and weather—submits to a false accusation of mass murder in order to spare the innocent village that sheltered him. When his desperate act of resistance traps him in a prison of his own making, Anskiere must rely on the undying loyalty of a young girl, her older brother's obsessive quest for vengeance, and the weakling descendant of his greatest betrayer, once master of fire and earth, to thwart the ruinous ambition of his enemies. Together, the three will face a critical challenge: the rescue of Anskiere—and the unbinding of demons bent on humanity's destruction. Praise for Janny Wurts "Janny Wurts builds beautiful

castles in the air. . . . Every detail is richly imagined and vividly rendered.” —Diana Gabaldon “A gifted creator of wonders.”

—Raymond E. Feist “It ought to be illegal for one person to have this much talent.” —Stephen R. Donaldson

After accepting the fact that he will never know his old reality again, Gunnar looks forward to building a new life inside Eden's Gate. It's time to form a guild, gather resources, and earn the acceptance of the Edgewood inhabitants. If only things were that easy... The dark elves aren't thrilled about having humans in Edgewood, the mine isn't vacant, and you can't form a guild without at least a few guild mates. Will Gunnar pursue Adeelee? Is Rachel still out there somewhere? And who is Jax exactly? Could he really be a Sparrow?

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 worlds of noble and guild are about to collide, with seventeen-year-old Allie Donovan as the catalyst... Allie lives in a shadow world until she is thrust into the light of the aristocratic St Matthew's Academy. More at ease with a blade than a needle, she is stalked along the ancient corridors by a Scottish lord intent on determining why she is among them. She stumbles onto the reason when soldiers arrive to see her friend, Zeb, a mechanical genius. On the hunt for answers, she breaks into his underground laboratory. There, Allie discovers Zeb is not just constructing sentient mechanical creatures, he is building a devastating new weapon for the military. To protect her friend, Allie will have to stop the guilds from snatching the weapon and its creator. But if she betrays her world, she forfeits her own life. Unless she can rely on bonds of friendship to save both their lives... A historical fantasy academy adventure perfect for fans of Libba Bray, Marissa Meyer, and CJ Archer. Keywords: Victorian, young adult, teen romance, paranormal, steampunk, gaslamp, fantasy, historical, coming of age

With the third realm new challenges arise. Erik searches for Old Hei while Rugrat deals with his broken mana system. For both, their path takes them towards the alchemist association's trial. They didn't mean to get into trouble, they swear, but in the ten realms trouble is not far behind the duo. They'll have to fight across the third realm to complete the alchemist association's trial. All isn't peaceful in the first realm as Alva and Vermire will face one of their greatest challenges yet. Chaos or creation, there's no knowing what might happen in the ten realms. Some disasters can only be avoided if you know they're coming... On Karell, you are either blessed by the gods, granted a unique power and the ability to gain experience and levels, or you are forgotten. Micah Silver was a boy picked for greatness. Chosen by the gods to bear a mythic power, he longed to take his place amongst the heroes and legends he grew up reading about. Unfortunately, his primary blessing only allows him to travel into the past by sacrificing his class, wealth, and levels--a psychological burden that Micah is reluctant to shoulder. But, even if Micah is unwilling, fate has a way of forcing you to face your destiny... and running away can cost you everything. Over and over again... Experience the start of a time-loop LitRPG Series where a reluctant hero is forced to fight against an impossible catastrophe. Using his talents for enchanting items and summoning creatures, he must retrace his steps and grow stronger in a potentially futile effort to prevent tragedy and protect his family.

Maulkin didn't know dying would mean a new eternity of dungeon delving, monster slaying, and glory hunting. If he had, he wouldn't have been so worried about kicking the bucket on a date gone even more wrong than usual. Reborn in the wild world of Amaranth, Maulkin finds himself in a hulking demi-human body with a sword of a size to match. Marked as an Eternal, a fledging immortal of boundless potential, Maulkin soon discovers he's been given a mission by the elder pantheon of this new realm: Grow stronger. Ascend to godhood. Spread chaos in their name. Oh and fend off that inbound apocalypse, if he can find the time. Who wants an easy afterlife anyway?

An ancient Egyptian artifact is driving Queen Victoria insane, and that's not top of Cara Devon's growing list of problems. Viscount Nathaniel Lyons is a man of numerous secrets, but there is one in particular that threatens his fledgling relationship with Cara. Stunned by Nate's revelation, and before she can absorb the ramifications of his actions, he is arrested, charged with treason and imprisoned in the grim Tower of London. He stole something the mad queen wants, and only has days to deliver, before his date with the executioner. Although sorely tempted, Cara can't let him die on Tower Green, not when their connection means she would share his fate. Only together can Cara and Nate figure out how to wrestle Hatshepsut's Collar from around the queen's neck, before she plunges Britain into a world war. The search for answers sends Cara to the opulent Winter Palace of St Petersburg and the frozen depths of Siberia, with every step shadowed by an enemy with his own dark plans. A steampunk adventure perfect for fans of Gail Carriger, Shelley Adina, CJ Archer and Bec McMaster. Keywords: steampunk, gaslamp, historical fantasy, victorian, paranormal romance, action and adventure, alternate history

"One of my favourite books this year." - The Review Curmudgeon "An absolute gem of a read!" - Bear Mountain Books Book 2, The Emperor's Mask, is available now! In a city that runs on magic, it takes a man with none to solve an impossible murder. In a world of elves and dwarves and sprites and mages, Tane Carver is a human with no gift but his wits. Which, to be fair, did get him into the world's most prestigious university of magical technology. For a while. Until his lack of magic was discovered. And then it all came crashing down. But when a student is murdered on campus behind unbreakable wards, Tane gets a second chance. Solving an impossible crime should be easy for the man who fooled the university's best mages for years. Except he's not counting on the head constable being an old flame who isn't so fond of him anymore. Or on Kadka, the half-crazy half-orc who insists she's his partner--whether he likes it or not. Not to mention the masked mage who keeps trying to kill him. Now, Tane's survival depends on the one truth that has never failed him. The flaw in all magic that those who have it prefer to ignore: the mage. Outsmart the mage, and you outsmart the spell. And outsmarting mages is what Tane does best.

The Forest of Fallen Stars is a story of friendship and magic. We follow Alura, a shy but stubborn sixteen year old, as she tries to navigate a dramatically changing world. Following her village's tradition, Alura is forced to participate in a ritual that doesn't turn out quite as she had planned. Finding herself on the run, Alura is rescued by two mysterious girls, who request her help in protecting their village from Eslanda; a young woman seeking revenge for her abandonment. Alura, along with her new friends Kara and Loria, must fight against magic, enemies and nature itself to restore peace to their homes. But are they aware of the sacrifices they must make?

Time in a capsule. People seek out escapes through countless avenues, but when the product is extra time to live--within an emerging digital world--everyone's a customer. Game capsules transport players to a new world where time is perceived far more slowly. Why study for eight hours in the real world when you could get it all done in a single hour? Why work slowly? Why relax that way? Following this mentality, Chronicle has become more than a game for governments, businesses, and players alike. When Corbin Landrick, an unlucky but hardworking guy, finally gets his hands on a ChronPod, he jumps headfirst into his second life. While he struggles to plant both feet firmly on the ground in a world of magic and monsters, he finds out that virtual reality is what you make of it.

Maulkin and his Eternal buddies are on a roll. They're getting stronger, have two of the shards that will help prevent the return of an evil god, and even have a good idea where to find the rest. Maybe Maulkin has taken a month off to hang out with his new elven girlfriend and learn how to swing his giant sword around, but hasn't he earned a holiday? His reluctance to get out there and smack monsters definitely has nothing to do with the evil looking Voidgod powers that

he's scared of telling the others about... Or with Araphel's imminent return... Or with having to fight a primordial dragon from the dawn of time... Everything is fine. Shut up.?

The SIXTH Novel of the Best Selling Chaos Seeds Saga A mesmerizing tale reminiscent of the wonder of Ready Player One and the adventure of Game of Thrones #1 Audiobook 2017 #1 in Cyberpunk and Video Game Fantasy Over Four THOUSAND positive reviews on Goodreads Welcome my friends! Welcome... to "The Land!" "This is the world you were meant to fight for!" Welcome to the SIXTH vivacious installment of Aleron Kong's, Chaos Seeds series. The time of hiding has passed. The Mist Village will make itself known. Goblins have invaded Richter's lands. Though the first incursion has been defeated, the anger of Chaos Seed remains. Those who challenge Richter's power will learn there is a reason all creatures fear the mist... it is the home of monsters. For the first time, Richter takes the battle to his enemies. He will live up to his name, and the very Land will shake with this power. With his allies, the Wood Sprites of Nadria, the army of the Mist Village marches to war. Richter has been a healer, an enchanter, a dungeon diver, and a killer. Now he becomes something more. He becomes a RAIDER! This is a world of wonder and horror. This is a world of pain and joy. This is the world of monsters... and the brave men who battle them. Welcome back my friends! Welcome back... to The Land! ps - Gnomes Rule... That is all

Frida Kahlo is undoubtedly one of the most innovative and influential painters of the 20th century and is widely considered a style icon thanks to her eclectic taste and love for color, print and hauls of jewelry. From a young age, Kahlo forged her own path, overcoming polio as a child, and stoically battling the after-effects of a tragic road accident that left her with lifelong injuries. Pocket Frida Kahlo Wisdom is an inspiring collection of some of her best quotes on love, style, life, art and more, and celebrates the Mexican icon's immense legacy. "Nothing is worth more than laughter. It is strength to laugh and to abandon oneself, to be light." "The only thing I know is that I paint because I need to, and I paint whatever passes through my head without any other consideration." "I am my own muse, I am the subject I know best. The subject I want to know better."

Dakkon's in trouble. Things have gone horribly wrong. But, so long as there's still a glimmer of hope, maybe it's not too late. With such high stakes, failure isn't an option. He's got to stay crisp. Frosty. Focused. Dakkon needs luck, skill, and a meteoric rise in power, however success won't come so easily. Predators come in all shapes and sizes, especially when the land is warped by magic. Everything rests on Dakkon's shoulders now, but perhaps someone can tell him: Elves. Why must they all be so damned uppity?

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?

Discover Dr. Aleron Kong, the Father of American LitRPG! #1 in Cyberpunk and Video Game Science Fiction! Over SEVENTEEN HUNDRED positive reviews on Goodreads!!!The second captivating installment of Aleron Kong's, Chaos Seeds series."We are life takers and heart breakers," Richter shouted. "Let's go!"Richter and Sion are at it again! Even more of what you loved in the first book! Leveling, world building, awesome items, and what's that you say? Sure! Why not? What's a little necrophilia between friends!?!Join your favorite Chaos Seed as he answers the call of adventure and deals with the invaders, greedy dwarves, and a wood elf that keeps telling him he has a pretty mouth!Welcome back my friends! Welcome back... to The Land!!!!

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