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Equalize

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TURNER CASSIDY

The Feedback Loop Magic Dome Books
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.

Redeemer of the Dead Scholastic
Paperbacks

Four months ago, the world changed as electronics failed and blue screens started appearing, gifting humanity with abilities, Classes and Skills straight from

a game. Unfortunately, the System hasn't finished with humanity yet and dungeons begin to appear, bringing with them more powerful, stronger and smarter monsters.

Town Under: A Post-Apocalyptic LitRPG System Apocalypse

What's worse than Australian wildlife? Mutated Australian wildlife. The System Apocalypse has come to Australia, altering native organisms and importing even more menacing creatures to the most dangerous continent on Earth. For Kira Kent, plant biologist, the System arrives while she's pulling an all nighter at work with her pair of kids in tow. Now, instead of mundane parental concerns like childcare and paying the bills, she's got to figure out how to survive a world where already deadly flora and fauna

have grown even more perilous - all while dealing with the minutiae of the System's pesky blue screens and Levels and somehow putting together a community of survivors to forge a safe zone to shelter her son and daughter. It almost makes her miss the PTA fundraising sales. Almost. *Town Under* is the first book in a new series, *The System Apocalypse: Australia*. It's set in the same universe as Tao Wong's *The System Apocalypse* and starts in the same time period as *Life in the North* but focuses on the changes in the deadliest of continents, Australia. Fans of the original series, LitRPG, fantasy, science-fiction and post-apocalyptic novels will want to take a look.

Coast on Fire: An Apocalyptic Litrpg
Independently Published

A school for pinnacle elites. The eldest ruling Planetary God. Ancient Guilds attempting deicide. Azrael has chosen to take revenge on the newly formed guilds, specifically the ones that instigated the destruction of the Sovereign Empire. The plan is to take it slow and build his strength, but as soon as he begins farming for Etherience, Azrael is embroiled in the planetary schemes and guild machinations. The politics and scheming is more complicated than he could have ever imagined, and now he must scramble to keep his newly won freedom... and his life. The only benefit he finds to being on a planet filled with the oldest and most cunning powerhouses? His eyes are truly opened to the special kind of irresponsible confidence born of

speaking casually with a God, a unique class, and the Sovereign Halls teachings. There's only one hope: Azrael joins the Atlantean Academy, and bets everything on his connection with an entity he can't hope to understand.

Temper: An Apocalyptic LitRPG Series
Ether Collapse

He's a part-time Imperial hero, full-time thief. Lucky for him, she's not that kind of Inquisitor. Illusionist and novice spy Alan Campbell just got out of one relationship only to have another woman walk into his life: the Lady Camilla Favonius of the Imperial Inquisition. He's close to broke and left without orders. She wears plate armor in the field and around her heart. Is the lady just what the Plague Doctor ordered, or will his efforts to get a job and woo her only

leave him jaded...or dead? From the city of Harrowick to the perilous depths of the Grass Sea, Alan will have to fight a corrupt syndicate, earn his place in the Thieves' Union, and face down monsters and the risen dead if he wants a happy ending. All the while, in the real world, Robert Osmark is as close to losing his company as he's ever been, and both Sandra and Jeff will have to pick sides once the battle lines are drawn. Brazen thievery, Death caught off-balance, the Dawn Elves' dirty secret, and unexpected love in *Inquisitor's Foil*, the third book of the *Illusionist* series. From James A. Hunter-author of *Viridian Gate Online*, *Rogue Dungeon*, *War God's Mantle*, and the *Yancy Lazarus Series*-and D.J. Bodden, author of *The Black Year Series*, comes an epic new entry

into the Expanded Universe of *Viridian Gate Online* that you won't want to put down!

A Fist Full of Credits Game of Gods

A haven for humanity. Factions forming and fracturing. The seeds of a new empire. Drew and his team are racing to create a system-recognized 'Habitat'. To make this happen, they must conquer more nodes, deal with an antagonistic superior officer, and possibly worst of all: their own fear. Freeing the troll's sacrificial captives was only the beginning. Now the remnants of humanity must find a safe place to call home. But Nat's Park isn't the safe haven he was promised it would be. Not only do internal politics threaten to rip the survivors apart, an unknown danger haunts the stadium. Drew and his allies

will struggle to survive in the changed world after the Advent as fate works to temper them.

Supermage Rise to Omniscience
Humanity is fractured. The world is burning. Ravenous Orakh have arrived. Dan Thrush has the capability, technology, and magic to stitch society back together, and add a bottleneck for the invasion. Unfortunately, not everyone wants things to resolve quickly. Even as he tries to clean up the mess that spawned in the wake of the Elven invasion, some people challenge him for control of the new world, isolated pockets of humanity fight the aliens, and others have decided to quietly give up. Giving up is a bad idea: Orakh are hunting the survivors like animals, and they aren't exactly known for taking live

prisoners. Though reluctant to trust that any but his closest allies, Dan will need to jury rig a force that can beat back the swarm: a combination of new magic, weapons, and fair-weather allies. This isn't the first time he's faced these odds, but it is the first time he's been around long enough to have bitter enemies that want to see him fail. Sometimes the teeth coming at his throat is the only thing reminding Dan of the price for failure.

Tech Duinn Mountaindale Press
While bringing in his latest fugitive, Hal's payday is interrupted by the blue boxes that herald Earth's introduction to the System - a galaxy spanning wave of structured mystical energy that...
Two Week Curse Little, Brown
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.

Watchers Test Createspace Independent Publishing Platform

Gaia has awakened, and the world will never be the same again. Rockland Barkclay has had a rough year. On top of everything else, his father has just passed, and Rocky has to go it alone on their annual trip. But his plans for drinking alone in Algonquin Park are rudely interrupted by a sea of cosmic energy that governs the universe. Ether, the driving force of creation, has returned. Now a confused Rocky must navigate odd hovering messages to survive. With the awakening of the very planet they reside on, humans are in a

desperate fight to survive in an evolving world. If only Gaia hadn't woken up so very... very... unhinged.

Into Twilight: An Apocalyptic LitRPG

Ether Collapse

Imagine: A fantasy world, but not one based on Medieval/Dark Ages European culture and myth, but rather on the tropes of the Spaghetti Western and Chinese Wuxia. Add steampunk elements. Mix well. A fantasy world that mixes the inspirations of Django and Crouching Tiger, Hidden Dragon... The Good, The Bad & The Ugly and House of Flying Daggers... Fistful of Dollars and Fist of Legend. A fantasy world that's explored through a book series, a constantly-updated website, a tabletop role-playing game, comics, artwork, webseries and much, much, more. This

is FAR WEST. Tales of the Far West is the first book in Adamant Entertainment's Wuxia-Western mash-up, featuring a dozen all-new tales written by critically-acclaimed and award-winning fantasy, science-fiction, horror and adventure authors, including: "He Built The Wall To Knock It Down" by Scott Lynch: A master teaches an unforgettable lesson in the pursuit of excellence in all things. "In Stillness, Music" by Aaron Rosenberg: A wandering musician is all that stands between a village and a cattle baron. "Riding The Thunderbird" by Chuck Wendig: A herd of giant, flightless birds, a young girl, and a sudden lesson. "Purity of Purpose" by Gareth-Michael Skarka: Who seeks the secret of the Unsurpassed Weapons? "Paper Lotus" by Tessa Gratton: A strange girl tasks a

wounded man to deliver a crucial message. "In the Name of the Empire" by Eddy Webb: A sheriff is charged with the murder of an Imperial Magistrate. "Errant Eagles" by Will Hindmarch: A gunslinger faces the consequences of his past. "Railroad Spikes" by Ari Marmell: A bandit finds that he's robbed the wrong train. "The Fury Pact" by Matt Forbeck: An inventor's son faces the responsibility of his name. "Seven Holes" by T.S. Luikart: An apprentice learns the true nature of demons. "Local Legend" by Jason L. Blair: Red Phoenix was dead, and the bounty hunter tells the tale. "Crippled Avengers" by Dave Gross: A band of fighters seek to take revenge on the steam baron who crippled them. **Earthdom** Mountaindale Press
All Azure wants to do is leave The Realm,

but the Bower Boys throw a wrench in his plans. Mistakes that Azure made when he first joined The Adventurers Guild come back to haunt him. Uden flexes between good and evil once more as he's put in a precarious situation. Is vengeance worth endangering all of your friends and possibly dying for? Azure answers that question with steel, taking a path he never thought he'd travel. Once he set foot down it, there was no going back. Decisions were made and someone will pay the ultimate price. The adventure continues in this part slice of life, part dungeon crawl LitRPG that's reminiscent of a crazy homebrew campaign.

Excise: A Post-Apocalyptic LitRPG

Mountaindale Press

Drew Michalik was working in a top-

secret facility in Washington, D.C. when the Advent began. As all electronics in the world simply ceased to work, blue screens filled with information appeared before him. Drew was given access to a mana interface and a limited number of reality-altering crystals called Xatherite. Following the instructions on his vision-impairing screens, he 'slotted' his Xatherite and changed his fate: he gained the ability to cast spells. Now alone in the dark, he must battle through the government bunker-turned-dungeon in a desperate bid for survival. Escape is only the beginning, the first of his many problems in the changed world. Drew will be tasked to not only survive... but to guide the rest of humanity safely through the anarchy.

The Seventh Princess Touch of Power

Territorial growth. Ancient conspiracies. The apocalypse is getting worse. Rockland Barkclay was saved and pulled into an alternate realm moments before his death. He thought that sacrificing himself would save the Grotto and give them a chance to prosper. He wasn't expecting to open his eyes, reborn on the altar. Gaia has ordered the Golems to protect humanity, but their 'protection' against the environment is sending humanity to the brink of starvation. Rocky needs to find his family, and his only option is to search through survivors one-by-one. Every person saved increases the population of the Grotto, but is also another mouth to feed. After saving thousands and not finding a single familiar face, new intelligence reaches the Grotto: sending

Rocky against a challenge that even the King of Apes couldn't overcome.

The Rook Dave Willmarth

How far would you go to change humanity's fate? Jared Cartwright has spent the last two years delving into the scarred wastelands of an earth ravaged by war. To face his reality, Jared must become an apex predator if he hopes to survive. He must evolve beyond human limitations. Jared's quest takes a new turn when he discovers dragons are real. *The Realm Between* MC PUBLICATIONS INC.

Allistor, now both a Planetary Prince of Earth and Emperor of Orion, and faces a new set of challenges. Thrust completely unprepared into the realm of interplanetary politics, he must navigate the pitfalls of dealing with more powerful

racers and factions. At the same time, he strives to continue his mission to strengthen the human race. To bring other survivors into the fold, and claim as much of the earth as possible for humans. Class trainers must be found if his people are to have a chance to thrive. Hard choices have to be made. New and deadly enemies surface, and friends are lost. Allistor's acquisition of a particular artifact places a target squarely on his back. And behind it all, the Ancient Ones continue to meddle in Earth's affairs.

Legacy of the Fallen Radioactive Evolution

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?

Siphon Red Mage

The apocalypse began with an internal cancer-like growth. A new organ formed,

and Towers sprouted from the Earth. All worldly knowledge upended. No explanation or rules given. So, humanity made its own... Jeff Smith was born over a century after "The Rise," the historical name for the day that seven indestructible mechanical towers rose like spiraling drills. Earlier that month, everyone on the planet was given the potential to be something more, to live forever-to be a superhuman. Like everyone else, Jeff wants to cultivate his God Liquid and join the immortal rankers as they conquer the Northern Tower and capture riches beyond imagining. What better life could there be? Unfortunately, for twenty-one years, Jeff hasn't been allowed to cultivate thanks to his tyrant of a mother-thanks to Leah. Then, on the day he is going to escape, a powerful

guild on a manhunt attacks Leah's group of scavengers, and Jeff is thrown through a very unique dungeon portal- a portal that hasn't been used in nearly a hundred years. When spells and skills unleash chaos, a special blue screen powers up, and Jeff's journey begins. *Tales of the Far West* Red Mage Being a hero always has its price, but what happens if that price is too high to pay? Fresh off their victory over Graves and his followers, Marcus and his friends have managed to enjoy a few weeks of relative calm and peace as they continue to build Aldford, preparing the town for a new wave of settlers coming from Eberia. But as the days wear on with no new arrivals in sight, they begin to fear the worse, eventually setting out to search for their promised reinforcements

and soon realizing that they weren't as alone on the frontier as they thought they were. Just managing to rescue a caravan of settlers in the nick of time from a horde of bandits, Marcus and the rest of Virtus barely have a chance to catch their breath before they find themselves thrust into the middle of Eberian politics, revealing a plot that threatens to not only take away their hard-won independence. But to destroy Aldford completely.

Shadow Sun Progression Starlit Publishing

Reluctant ruler of the settlements in British Columbia, John and his friends must now face even greater dangers as

they seek to free other human settlements from Galactic control in North America. But John's enemies have begun to take notice of the burgeoning resistance and take steps to stop him and the human resistance including bringing in Master Class help. Can John navigate the treacherous waters of Galactic politics and human interests without compromising his beliefs or sacrificing his friends? *Coast on Fire* is book 5 of the bestselling System Apocalypse line of books, a LitRPG apocalyptic book series that describes a world thrown into confusion by the addition of a game-like System and the monsters that come with it.