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3E4F69 - NIXON RAMOS

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.

Somewhere out there, in the great expanse of space and time, exist the Fabled Islands. Nobody knows how or why they exist, but only that it is a strange and special place that operates under laws separate the universe. The Fabled Islands are made up of vast floating continents. They vary in size, with some ranging from the surface area of a small planet, to a star. If you look at them from afar, you would find that they are placed in a line. Each island is separated by a vast amount of space, so there is only one way to travel from one island to the next; a gateway on the edge of the island. Each island is governed by strange rules. The only thing they share in common, is that the rules are governed by the System. The rules change vastly from one island to the next, so you must quickly adapt. Tristan was raised on the first island, Fertility Island, and has finally been allowed to become a Brave; a respected profession throughout the islands. Fertility Island is a peaceful island. There are hardly any monsters, the land is fertile, and the people kind. This is the complete opposite of what Tristan wants. Bring on the monsters! Bring on the magical items! I want adventure, loot, and to put my life on the line! Where are the dungeons, caverns, and mountains to be explored? Where is the mythical equipment to be found? The next island? Then the next island I will go! His adventure begins now. This is Book 1 of the The Fabled Islands series.

The highly virulent C-virus became a global disaster, but where did the outbreak start? In this prequel to the hit Resident Evil 6 game, the terrifying origins are revealed. At the prestigious and elite Marhawa High School in Singapore, a female student suffers a horrifying transformation. Called in to investigate, Professor Doug Wright and his nephew Ricky find themselves caught up in a deadly and growing tragedy. As things get rapidly out of hand, Chris Redfield and his team from the Bioterrorism Security Assessment Alliance arrive on the scene, while behind it all a mysterious figure looms.

PHILOSOPHY: THE HANDS ON APPROACH Mighty Greyboar, the world's greatest professional strangler, is dissatisfied with his lot in life. The work is steady and the pay is good, but what, he wonders, is the point of it all But when he learns that there is a Supreme Philosophy of Life*, Greyboar the Strangler is Born Again! Still, just how can a professional man in good standing pay the bills with all this philosophical exploration getting in the way That's what his hard-headed agent and manager Ignace wants to know! And Ignace's skepticism turns quickly into outright horror when Greyboar's philosophical preoccupation leads to one disaster after another . . . simple choke jobs turn into ethical quandaries . . . a bizarre artist and a deadly arms-master turn up to complicate their life . . . as if their new girlfriends haven't complicated it enough! Before you know it, Greyboar the strangler and his disgruntled manager find themselves embroiled with an abbess at odds with her deity, heretics on the run, dwarves needing to be rescued, and then ¾ worst of all! Greyboar's long-estranged sister Gwendolyn, political activist and revolutionary, comes back to town asking Greyboar's help in an insane mission to the underworld. It's purely a noble cause, one which no self-respecting assassin would touch for a moment. But in the pursuit of Enlightenment, anything can happen. . . . *What You want the details Hint: Entropy. For more on the secret, buy this book! At the publisher's request, this title is sold without DRM (Digital Rights Management).

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.

Anomus ip Garma, greatest living architect of the Subori Empire, is tasked by his emperor to construct a tomb for the emperor's concubine upon her death. Anomus and ten thousand workers labor in the desert for years while the emperor's dead love waits, ensorceled and undecaying, for her final resting place to be completed. But betrayal awaits Anomus and all who slaved to build the Tomb, and a dark god has taken an interest in the evils man does to man... Tomb: Stone and Blood is the first book in a new trilogy. It is a fantasy novel in the dungeon core genre, but it is not technically a LitRPG novel. (If you aren't sure what 'dungeon core' and 'LitRPG' are, don't stress - the book is a dark fantasy tale of revenge whose protagonist might surprise you. If you're a LitRPG fan, you should know that this story is all secondary world, no stats, but it is very much a dungeon core story.)

A mysterious entity decides to bestow certain individuals with a powerful tattoo. With it, anything becomes possible. The world is changing... and it has yet to be determined if it is for better or worse. T-

wo friends who grew up together, Ace and Vincent, decide to use the tattoo to do what they always dreamed of.

His Lordship Arrives. Corruption. Greed. War. Lev is no stranger to the evils of the world, having spent a lifetime fighting the predatory system that ensnared the world's population and turned them into puppets for the leaders of humanity. But after being assassinated, he finds himself in a new world-one with different yet familiar evils. It's a similar road he must traverse, but this time he can do so with a lifetime of experience behind him.

An Everyday Gamer, Stuck in the Game. Hal Dix was stuck in an unlucky life. His wife is a successful executive while his IT help desk job leads nowhere. Even his daughter's daycare teacher thinks he's a loser. Hal can't catch a break. Now a strange woman at a flea market sells Hal a bootleg release of a highly anticipated game. It is just what he wished for and he can't wait to play it during his long weekend home alone. His luck has finally turned around, right? Hal should be careful what he wishes for. Join the adventure in this first book of an epic LitRPG fantasy trilogy. Play along with Hal and his new friends in Fantasma, as he becomes an Accidental Thief. Click to buy Accidental Thief now.

"If you are a fan of series like

An anthology collection of seven stories set on the planet Ludus.

A realm aside from our own is the center of the realities, home to every spectrum of magic. From the beautiful to the terrible, it was all held in delicate balance by the Eternal Emperor and his immortal children. For 10,000 years, the empire was the bastion that protected the sentient races from the darkness, but the revolution, and the War of the Gods has changed all that.... Jax is a pretty regular guy, has a job he tolerates, a girl he kinda, sorta loves...and he fights creatures from the UnderVerse in his sleep, leaving him covered in horrific scars when he wakes up. When his brother vanishes and five years later he's kidnapped as well, he's given a stark choice by his assnat of a father: Go to the UnderVerse in reality, travel to the capitol of that ruined realm at the center of reality, and open a portal for the Noble Houses to return home...or die. Slowly. That's the good news. The bad is that he has to survive the arena first, to prove his right to go. Twelve will enter, only one can leave....

Note: Inside illustrations are in black-and-white for this paperback version. For full color illustrations, check out the other edition of the paperback. Disillusioned businessman, John Lawrence Locke, finds himself summoned as a hero to another world, filled with monsters and magic! With his body reverted to the age of fifteen, the thirty-three-year-old's mind is filled with the possibility of battles and adventures, like the ones in his favorite video games. Unfortunately for him, life isn't also so convenient. Betrayed by the very people who summoned him, he's condemned as the False Hero and forced to flee for his life. Alone in an unfamiliar world and hunted by all of humanity, he takes on the alias of Lutz and uses his gaming knowledge to quickly adapt to the world's strangely game-like mechanics.

The human Race is at war with the Vicious Dalki and when they needed help more than ever, THEY started to come forward. Humans who had hidden in the shadows for hundreds of years, people with abilities. Some chose to share their knowledge to the rest of the world in hopes of winning the war, while others kept their abilities to themselves. Quinn had lost everything to the war, his home, his family and the only thing he had inherited was a crummy old book that he couldn't even open. But

when the book had finally opened, Quinn was granted a system and his whole life was turned around. He completed quest after quest and became more powerful, until one day the system gave him a quest he wasn't sure he could complete. "It is time to feed!" "You must drink human blood within 24 hours" "Your HP will continue to decrease until the task has been completed" More info, visit: <https://www.webnovel.com/>

Zorian Kazinski has all the time in the world to get stronger, and he plans on taking full advantage of it. A teenage mage of humble birth and slightly above-average skill, Zorian is attending his third year of education at Cyoria's magical academy. A driven and quiet young man, he is consumed by a desire to ensure his own future and free himself of the influence of his family, resenting the Kazinskis for favoring his brothers over him. Consequently, Zorian has no time for pointless distractions, much less other people's problems. As it happens, though, time is something he is about to get plenty of. On the eve of Cyoria's annual summer festival, Zorian is murdered, then abruptly brought back to the beginning of the month, just before he was about to take the train to school. Finding himself trapped in a time loop with no clear end or exit, he will have to look both within and without to unravel the mystery set before him. He does have to unravel it, too, because the loop clearly wasn't made for his sake, and in a world of magic even a time traveler isn't safe from those who wish him ill. Fortunately for Zorian, repetition is the mother of learning...

Dragged Back To The Game, It's Personal This Time Hal Dix returns home from Fantasma to find his greatest nightmare has come true. A personal tragedy drags him back into the game world of Fantasma one last time. Seeking help from his comrades in Fantasma, Hal must master the art of magic, gaining abilities and training under four different and cantankerous archmages to complete his quest. Does Hal have the discipline to stick with the training and reach the end of his chosen path before it's too late? Return to the game with the third action-packed book of the Accidental Traveler LitRPG fantasy trilogy. Journey along with Hal and his friends in the world of Fantasma, as he becomes the Accidental Mage and fulfills his role as the hero of prophecy. Click to buy Accidental Mage now.

He's told to save the world. To stop the death of billions. But the only thing he's given is a chance. Jim has saved his clan, but has become a wanted man in the process. His journey towards the capitol must continue. He needs to warn the king of the danger his kingdom now faces, and Jim only has the support of his friends. Winter is trying to freeze them to death, the forces of darkness are on high alert, and the monsters are hungry. The hunt is on. Jim must find a way to survive the storm. Even if his team does make it, Jim knows his enemies will be waiting for him to show his face once more. Failure isn't an option, and Jim only hopes that he can fight through without sacrificing his friends along the way.

Randidly Ghosthound felt lost and alone even before the System transformed the Earth. Before every person had to deal with the sudden presence of Levels, Skills, monsters, and the very real possibility of death... Due to unusual circumstances, Randidly starts in an isolated Dungeon far beyond his Level, forced to rely on the mysterious Traveler Shal in order to learn and survive with the dangerous new status quo for his world. But survive he does, only to leave the Dungeon and discover that while he experienced several hellish months in the Dungeon, only half a day passed on Earth. Randidly's capabilities are now more than enough to help build a small enclave of survivors, but that

doesn't mean balancing his sense of responsibility against the plots of an unfriendly town will be easy. And although he doesn't know it, he needs to prepare. Because the System has sent down a Tribulation, which waits in the shadows and monitors his every move... Don't miss the start of this hit LitRPG Fantasy series with over 50 Million views on Royal Road. For the first time, The Legend of Randidly Ghosthound is now available with loads of new content on Kindle, Kindle Unlimited, and Audible narrated by Macleod Andrews. About the Series: Experience a particular flavor of the System Apocalypse genre of LitRPG/GameLit, where Skill growth and the Path System allow individuals to tailor their growth toward infinite possibilities. There are Classes, Skills, Levels, and Rarities that will feel familiar to any connoisseur of role-playing games. Follow Randidly as he balances his growing power with the worrisome ripples of his existence. The System doesn't discriminate; when he is ready for more dangerous threats, the rest of humanity better be ready, too. Those who have read the web-novel when it was available online can experience the saga the way it was always meant to be told, fully revised and re-edited, and with tons of new material!

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.

Tor.com's Best Comics of 2018 THE WICKED + THE DIVINE writer KIERON GILLEN teams up with artist supernova STEPHANIE HANS (WicDiv, Journey Into Mystery) for her first ongoing comic. DIE is a pitch-black fantasy where a group of forty-something adults have to deal with the returning, unearthly horror they only just survived as teenage role-players. If Kieron's in a rush, he describes it as ""Goth Ju-manji"", but that's only the tip of this obsidian iceberg. Collects issues #1-5 of DIE

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...

Broccoli Bunch is getting the hang of the explorer lifestyle, and loving every minute of it. Her adventures have dragged her and her new best friend Amaryllis across entire countries in pursuit of more fun, and even more friends. There are dragons to intimidate, tournaments to lose, and secretive plots to stumble across!

Best Seller for 2 months #1 in Asian Myth & Legend eBooks #3 in Fantasy Adventure Fiction In the first book, Hadjar lost it all. His body ruined, parents dead, and his title of Prince replaced by a slave collar. It seemed like Primus had deprived him of everything. But no one can take away a man's will to fight. Even if his heart turns into a bleeding stone due to endless grief and suffering, it won't matter. The most important thing was that he still had the will to go on. The thought of taking revenge on his family's murderers gave him the strength to survive. After receiving a piece of the mighty Dragon's heart, he regained his strength and enlisted in the army, where he made real friends and fought by their side in many battles. He started harnessing his new power and acquiring great knowl-

edge. Hadjar has already had many adventures, but this is only the beginning of his great journey, full of magical mysteries, palace intrigues, epic battles, tempestuous love and the cultivation of his power... "Dragon Heart" is one of the top-rated Wuxia LitRPG novels in Russia. The author has been writing the story for only one and a half years, however, it already has 1100 chapters spanning 12 books. The whole story is planned out and will have over 2000 chapters and 20 books. The version in Russian has been read over 10,000,000 times. This story has made Mr. Klevanski the #1 or #2 author on the 4 biggest self-publishing sites in Russia. Right now, "Dragon Heart" is being translated into English and published chapter by chapter on several American sites. This novel contains uncensored scenes of battle that may or may not include depictions of violence and gore. Read it at your own risk. #wuxia #reincarnation #adventure #martial_arts #litrgp_elements

SHE MAY RESIST, BUT... HE WILL HAVE HER. She does not believe hypnosis is real, but he is about to change her mind. Literally. When Lacey is forced to move in with her boyfriend and his hypnotist roommate, she has no idea that her boyfriend's best friend will take an interest in hypnotizing her. Damon wants to claim her body and mind for himself at all costs, whether that means installing brainwashing software onto her work computer, playing subliminal messages, enslaving the minds of her co-workers and yoga class, or hypnotizing her to develop an oral fixation that includes pop-sicles, lollipops, and, well, him. Lacey can only resist for so long, and with each passing day of living under Damon's roof, she finds herself having a harder time remembering just why she should resist in the first place. After all, who wouldn't want to be a good girl? Who wouldn't want to sit back and relax? And watch the pretty spirals. And listen to the pretty music. Watch. Listen. Surrender. And OBEY. Warning: This adult erotic romance novel of around 35,000 words contains mature sexual situations involving hypnosis and mind control.

The highly virulent C-virus became a global disaster, but where did the outbreak start? In this prequel to the hit Resident Evil 6 game, the terrifying origins are revealed. Professor Wright and his nephew Ricky continue their investigation of the biohazard outbreak at the Marhawa school. Upon entering an underground lab where the incident first occurred, they find evidence of the hooded woman, a prime suspect in bioterrorism events worldwide. As the number of victims grows, the hooded woman finally appears. Her identity may now be known, but the situation takes a grim turn for the worse...

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 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.

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 level--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.

Being a unique player has its advantages, but comes fraught with quite a few problems. Having become the owner of a spell capable of removing the magic veil from an unexplored continent, Rosgard has to prepare himself for the role of the Navigator; the only one who can lead the expedition across the ocean. Should he fail to do so, the spell will be taken away by the game's administration. The desire to become a game legend conflicts with the protagonist's adventurous spirit, which gets in the way of leveling up the character consistently. The virtual world of Waldyra is full of secrets, after all--such as the Silver Legend; a mysterious set of armor that's been scattered all across the virtual world; some of the items no longer traceable. Rosgard's love for adventure is shared by kindred spirits who gather around him, ready to take any risk and dive headfirst into any rabbit hole just to see how far it goes. In the meantime, top clans are still looking for the Great Navigator to either convince or coerce him into joining them. There's never a minute's peace for him in either world--the real or the virtual. The clan of the Sleepless Ones is hot on his trail, while the game presents Rosgard and his friends with another challenge they find hard to resist. If you want to learn more, read the fourth volume of Dem Mikhailov's legendary LitRPG saga in English.

There are whole anthologies of stories out there about what humankind does when a game enters their world. But what about when they're living in one where a game arrived thousands of years before? What if they're the survivors of a bloody struggle, having fought for and earned their place on the planet? Tailyn Vlashich was a young nobody far away from all those grander issues. All he cared about was one thing: making his way through a harsh world where the emperor, evil foes, and an impartial god held sway. And the god, of course, demanded nothing less than that all things were done in accordance with its divine will.

The future lies within our minds. Paralyzed in a workplace accident, Lox's life is looking bleak. He can't even use the cutting-edge hardware that would allow him to play in the full-immersion-games that have become so popular. This all changes when he hears from New Universal Frontiers, the com-

pany with the best game out there: World of Magic. They offer him the ability to use their hardware despite his injuries, but at a cost... he can never leave the game. Once in the game world, Lox quickly realizes that there is a lot more to this new realm than just a game. Given a class that everyone thinks is useless due its inherent dangers, Lox begins a long and painful series of trials, some of them explosive, almost all of them dangerous as he masters his magical abilities. As Lox explores the depths of this world's magic system, he soon discovers there is a lot more going on here than anyone ever expected. World of Magic is a LitRPG/GameLit series that features leveling, advanced magic systems, dungeon crawling, world exploration, and much more. It's perfect for fans of books like Emarilia, World Tree, and Ascend Online.

Lu Zhou wakes up to become the world's most powerful and oldest villainous Patriarch, and finds that he has nine notorious disciples who are full of evil. His eldest disciple is the leader of the Nether Sect with thousands of minions, and his second disciple--Sword Devil--always slaughters others at the slightest disagreement... Without his cultivation base, how will he handle these evil disciples? His eldest disciple, Yu Zhenghai, said, "I've never had a rival in my life, and no one but Master can make me bow my head." His seventh disciple, Si Wuya, said, "We can't eat or sleep in peace as long as the Master is not dead!" ... His ninth disciple, Yuan'er, said, "I'll remember what Master said and be a good person."

What do you have when you blend a pinch of litrpg, a touch of farming simulator, a sprinkle of epic fantasy, a whole cup of Isekai, and a dash of Home Alone? You have Arnold's life. Accidentally murdered by a cleric in another universe during a botched resurrection, Arnold, a semi-pro gamer, wakes upon an altar to find himself incarnated into the overweight body of a farmer who could have been his fatter twin. He's not the hero. He's not the villain. He's certainly not the chosen one who is there to save the world. He's a clerical error. It could be a bad joke, but apparently, it happens so often that they have a standard procedure for returning you. That standard procedure doesn't apply to Arnold. Now stuck on a new earth, in a new universe, with no way home, Arnold must use his gaming skills to figure out how to level his farmer class to 100 and gain a second class which doesn't make him want to beat his head against the wall. There is just one small problem: farmers don't gain experience from killing monsters. Like at all. Follow Arnold on his hilarious journey as he stubbornly comes to grips with his new reality and tries to change his destiny from that of your typical farmer.

Damien thought his exams would be bad enough. Then his mother collapsed with a failing heart. In a desperate move Damien throws himself into the Streamer Contest of Saga Online, the latest fantasy VR-MMORPG. Winning will provide the funds for his mom's surgery. Yet early betrayal and a close run in with a vampire almost ruin his attempt before he even begins. Stuck at the bottom of a dungeon with no gear, no allies and little hope, Damien must embrace the undiscovered Occultist class, master control of his new demon companions and take the contest by storm. His plan is simple enough. Topple the most famous player in Saga Online. Summon your imps. Prepare for battle!

An Affinity. Most humans never get one, but the Goddess gives everyone the opportunity when they turn 16. With an Affinity, humans are given access to their internal energy and Skills. Magical powers that allow you to interact with the world in ways you could never imagine. When Terrence receives his Affinity, he is shocked to discover it has never been seen before within the Kingdom. Worse yet, his Affinity reinforces the thing he was made fun of for his entire life. His weight. Follow Terrence as

he uses his Affinity to progress with the hopes of becoming a Dungeoneer - someone who explores and conquers Dungeons. Discover a unique world where Terrence and his friends learn about their new abilities, their Affinities, AND themselves. Their Skills will grow, and if they work hard enough, they might eventually Rank up!

Liu Xuefeng was a normal boy who had it all planned: get to the same university as his best friend Tianshi and win her love, spending the rest of his life with her. Too bad, even though she liked him too, her rich parents opposed their relationship. The school trip to the mountains was supposed to deepen their relationship, but... An accident broke them apart. He saved her from falling down the cliff but ended up falling to his death himself and ended up reincarnating into a Cultivation World, full of dangers and mysteries. He didn't know though that Tianshi died as well and followed after him, entering the same world. Will the two meet again and share their love without any restrictions? Or will he succumb to the world's temptations, thinking he will never meet her again? This is my first book ever written so please excuse the poor writing. I'm slowly editing it but it takes time. Once you reach later chapters, the quality gets much better. Book 2 of SC

called Against Heaven's Will is the continuation of this book so make sure to check it out after you finish this one. Support Author -> [Patreon.com/Piokilek](https://www.patreon.com/Piokilek) Author's Insta -> [instagram.com/piokilek](https://www.instagram.com/piokilek) Discord channel -> discord.gg/mFmYwyT

Waking up chained in a dark cellar, Ariane must struggle to survive and escape the strange fortress she finds herself in. All those around her play by rules she does not understand, and there is also this strange thirst that water cannot sate...

In all the games Matt has played, Dungeons are places to raid, places you dream of conquering, but when the world is stripped of electricity, and the first mana-twisted beasts start to prowl, the games all come to an end... Matt's just an ordinary guy, but when he's beaten, robbed, and left for dead, bleeding out at the bottom of a gully, it all has to change as he grasps frantically at his only chance for survival, coming as it does in the form of a glowing, dangerously pulsing light. With his reality forever altered, Matt must quickly find a suitable place to deploy the Dungeon Core, fighting his way through the hundreds of people between him and safety, because if he doesn't do it soon, a Core Detonation will solve all of his problems for him... permanently.