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The Kartoss Gambit (The Way of the Shaman #2) by Vasily Mahanenko. 4.32 avg. rating · 4,858 Ratings. A product of the latest technologies, Barliona is a virtual world brimming with fun and entertainment. The government has become the guarantor for the in-game currency, allowing its free circulation. Want to Read.

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Barliona is a brand-new virtual world which offers everyone the chance to start a new life as a valiant knight, a hero or a beautiful princess. Many people have come here in search of a new identity. Still, for some users Barliona has become their biggest nightmare. They are convicts sentenced to serving their term in virtual reality with their sensory filters disabled. They can feel everything that happens to their character whether it's pleasure or pain, strain or fatigue. For them, the difference between the real and virtual worlds is so slim that some of the inmates lose all sense of reality. Daniel Mahan is one such convict, tried and sentenced for hacking the city sewage network. He's assigned the class of Shaman which can become his blessing or his curse. Will he fail - or will he rise to unthinkable heights, founding the greatest clan ever, winning the most amazing woman and going on the most incredible escapades? The seven books of the series tell the story of the Shaman's virtual adventures in Barliona: his ups and downs, his treacherous allies and trusty friends. Because there's no other path if you want to become a player capable of taking the Way of the Shaman.

A product of the latest technologies, Barliona is a virtual world brimming with fun and entertainment. The government has become the guarantor for the in-game currency, allowing its free circulation. As a result, the population floods Barliona in pursuit of easy money. It doesn't take long for the game developers to discover a source of free labor: real-world prison convicts. While their bodies are locked in special auto-maintenance virtual capsules, the prisoners' minds are released into Barliona's vtual mines. Dmitry Mahan has been through it all. Sentenced to eight years hard labor, he now struggles with an unpopular class - the Shaman - and an equally unpopular profession of a jeweler. His fight for survival becomes anything but virtual.

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An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Daniel Mahan, the legendary Shaman of the Barliona game-world, has served his sentence in virtual reality. Eleven months of adventures and battles in exchange for eight years in prison isn't a bad trade-off. And yet Barliona refuses to relinquish its grip on the Shaman so easily, erasing the boundary between his two realities. It turns out that it's not so simple to leave the capsule—the Way must be completed...

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Not long ago, Daniel Mahan, known to everyone as Shaman Mahan, thought that he had taken his sixth and final step in the Barliona gameworld. Yet life has other ideas. The Corporation decides to resurrect the Lord of Shadow and his entire host. The Corporation's CEO personally pushes the reset button. Geranika and his Dragon of Shadow spring back to life as, meanwhile, the Corporation makes an offer the Shaman can't refuse.

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

Barliona is back! OLD WORLD, NEW HEROES! What would happen if a professional rock musician joined a virtual MMO in search of inspiration among its gameworld? What would happen if she decided to play as a biota bard, a brand new race of humanoid flora as well as a new class? Whatever would happen, it would surely be fun

An original LitRPG fantasy from one of the fathers of LitRPG. #1 bestseller in audiobooks. The unrelenting #1 LitRPG bestseller since 2012. Translated into English, German, Polish, Czech and Korean languages. Mahan's ready for new adventures - just as the gaming world of Barliona thought it was about to re-enter its old comfortable rut. The winds of the Dark Forest have finally died down; Altameda has recognized its new owner while Geranika is nursing new schemes of global destruction. Would Mahan be happy with this predictable old life? We think not! New storylines, new monsters, new dungeons and a new status: our High Shaman hates the daily grind! He wants a new apprentice? - then he'd better find someone who has no right to summon Spirits. A new ship? - it's going to be one of a kind! A new love? Well, we'll have to see, won't we?

What can a game clan accomplish without a castle? The answer is obvious: nothing. Therefore, the main objective of any leader in a game world is to acquire a base of operations. Finding himself in exactly this position, High Shaman Mahan, leader of the Legends of Barliona, accepts an offer from the Emperor and the Dark Lord to vanquish the army of Phantoms that has inhabited Altameda, the phantom castle. However, this seemingly ordinary quest sets in motion such a momentous chain of events that the Shaman can do nothing but resort to his intuition and act on instinct. After all, a player who is being hunted by the three top clans of the continent at once, can do little else...

Death had only ever been a small misunderstanding for the high mage. After his seventh reincarnation, he'd begun thinking of it differently, viewing it as nothing more than a slight hiccup in his plans. But he'd forgotten one thing: when those plans get in the way of those higher up the ladder, punishment is soon to follow. And one more death brought faint consolation. Sent to another world, he found himself in a stranger's body, though the worst part was that he was left with only the memories he'd built since his previous reincarnation. All the mage had learned before that point was gone. Finding himself in that challenging situation, his dilemma was between carving out his place in the sun and throwing up his hands in despair. But giving in wasn't an option for Leg Ondo. The Brown Bear clan brooked no cowards. If fighting was the way to go, it was a fight to the death, to the last drop of blood. Most importantly, the new world needed to be explored and understood, the local iteration of magic in particular. Let nobody ever say that the youngest of the Bears was unworthy!

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