

An Epic LitRPG: Jeff the Game Master

By John Smith

Jeff was just an ordinary guy, working a dead-end job and living in a tiny apartment. But one day, he's transported to a virtual world called Gaia. Jeff quickly learns that Gaia is not a game, but a real world with its own rules and dangers.



Manufacturing Magic: An Epic LitRPG Series (Jeff the Game Master Book 1) by Jaime Castle

★★★★☆ 4.3 out of 5

Language : English
File size : 4672 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
X-Ray : Enabled
Word Wise : Enabled
Print length : 476 pages
Lending : Enabled



To survive, Jeff must become a game master. As a game master, Jeff can create and control the world around him. He can spawn monsters, create quests, and even change the laws of physics.

But being a game master is not without its challenges. Jeff must constantly be on guard against players who want to exploit his powers. He must also deal with the ethical dilemmas that come with being able to control the lives of others.

As Jeff grows more powerful, he begins to realize that Gaia is not what it seems. There is a dark secret lurking behind the game's facade, and Jeff must uncover it before it's too late.

Praise for An Epic LitRPG: Jeff the Game Master

"An Epic LitRPG: Jeff the Game Master is a thrilling and imaginative novel that will keep you hooked from beginning to end. John Smith has created a truly unique and immersive world, and Jeff is a character that you can't help but root for. I highly recommend this novel to any fan of litRPGs or fantasy."

- ***** , Goodreads reviewer

"Jeff the Game Master is a must-read for fans of litRPGs and fantasy. John Smith has crafted a compelling and immersive world that is full of adventure, danger, and humor. Jeff is a relatable and likeable protagonist, and his journey is sure to keep you entertained from beginning to end."

***** , Our Book Library reviewer

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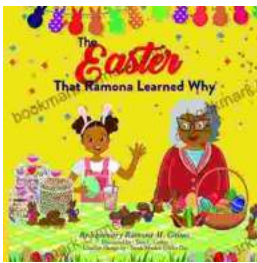
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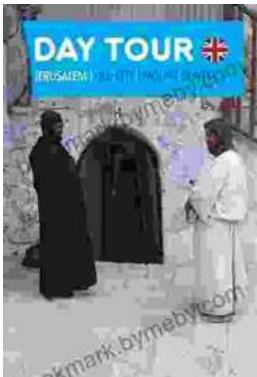
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