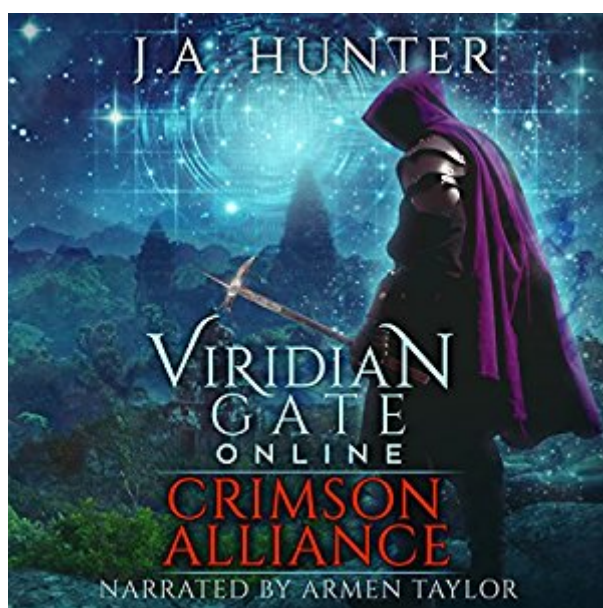


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Viridian Gate Online: Crimson Alliance: An LitRPG Adventure - The Viridian Gate Archives, Book 2



Synopsis

October, 2042. Three days ago, Jack Mitchel saved his life. By dying. He dodged a world-ending bullet - in the form of an extinction-level asteroid, cannonballing toward Earth - by successfully uploading his mind into the brand new, ultra-immersive, fantasy-based VRMMORPG - Viridian Gate Online. Unfortunately, he's also stumbled headlong into a secret conspiracy that will transform V.G.O. into a new feudal dark age. Jack expected to live out his new fantasy life in peace, but now he and his misfit crew of rebels are the only ones preventing a tyrant emperor and his regime from taking power. Thankfully, everything isn't quite as hopeless as it seems - Jack has a plan. Sort of. With only a handful of supporters, he's going to get the jump on the bloodthirsty empire, by snatching one of their key cities right from underneath their noses. In order to pull off the impossible, however, Jack's going to have to develop his formidable Shadowmancer powers, raid some ridiculous dungeons, and make some shady allies - allies who may be more dangerous than the empire itself.

Book Information

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Customer Reviews

So got this book immediately after the first (and probably do the same with the third) as it was a good series so far. Grim Jack has come a long way from his EMT origins to leader of a Faction, but its not all rainbows and cupcakes. He has to make some questionable alliances (summary reference?) and we finally get to see how death is handled, not pretty. I like how this series seems to tie in the dark and violent nature of dark fantasy with the more lighter aspects of gaming and

social experience of the litrpg genre. This series is definitely a blend all its own. I will say however that there seemed a lack of a spark for me, however overall this book was a great follow up. The first had him discovering the game, his class and kit, followed by a little lore. This one, too, hinted at more lore and the potential for some more gaming but it gets quietly shuffled to the back as this one focused more on his imminent confrontation from the drug-king he stole from in the first book. My hope is, as I get ready for the third book is that we get more into the game (leveling, loot, questing, lore, loot...) and we see more of the "other players" shine through. Not that I'm knocking Cutter and gang in the least bit but more personalities the better. Anyways, I give it a hearty thumbs up and if you read the first you'll enjoy the second. Now off for more loot and the third book.

Solid sequel. Jack starts his own faction, which in traditional game fashion is not easy, especially since the whole world seems to be against him. More is going on than meets the eye though. The story has its share of private dungeon crawl quests, leveling and character building, including the death mechanics, but now there is also guild management. The twist at the end is not entirely unexpected, makes me curious where things are going... Good ending, no cliffhanger.

A great second installment to an entertaining new series. The characters are fleshed out with well made personalities, it has a great plot, villains that you can really hate (even though some of them are not just stereotypical evil, but have their own twisted reasons for what they do), and the story has a good flow with lots of action. For new readers, you will want to pick up the first in this series, Viridian Gate Online: Cataclysm.

Awesome storyline. Much better than the Aleron Kong series. The author does a great job setting up the world - nice blend of scifi and fantasy. Really can't wait for the next books. Takes a similar approach to the Russia author D.Rus play to live series, but is already on track to doing it better than the roosky.

This is a really fun book the second in a very enjoyable series. The lead character, Jim, is interesting and has grown in depth. I greatly enjoyed the world building and all the action scenes. I'm looking forward to the next book in the series and I highly recommend this series to anybody who likes the genre.

The story goes on, GrÃ- m Jack with his few people throw over a well-defended city out of his

league with wit and clever tactics. Been there, seen it. Pretty straightforward and nothing really surprising to speak of. Easy read and entertaining.

I find this story to be well written and engaging. a good balance between depth and action and drama. It's very enjoyable.

Our hero continues on his merry way solving quests and earning his way as his faction leader. A few obvious saves and a couple of twists at the end. Interesting read

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