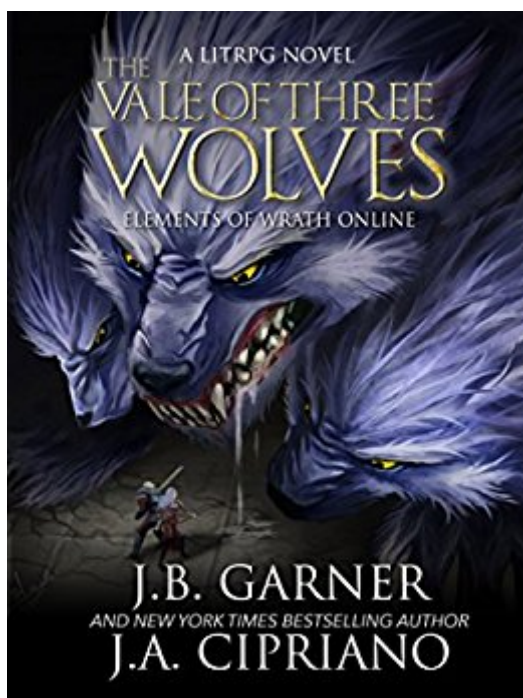


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The Vale Of Three Wolves: A LitRPG Adventure (Elements Of Wrath Online Book 2)



Synopsis

When Max and Kayla embark on an epic questline few have ever completed, they'll find themselves trapped face to face with the primordial forces of darkness. Now, to return back to the larger game world, they must complete the trials and vanquish the darkness from this pristine holy land before all is lost. There's just one catch, if they don't complete it within the time limit, they'll not only lose their chance at finishing it, but they may lose their characters as well.

Book Information

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Customer Reviews

I have to say that the Vale of Three Wolves is everything that a sequel should be in a series with only a few small diversions. Overall, the story picks up and develops every character from the first minus one and continues without missing a beat in a logical way. The real life and in game developments by Max are believable and hooked me from the start in a way the first book didn't. Whether it was the fact he was already established or not, I found myself not caring why. The major problems that I had with the first book were mostly dealt with in this volume. My only real disbelief was the hero speech made in the Vale by Max, but it was easily brushed aside. I enjoyed seeing

him grow as a character into a leader and start to stand up for himself and those around him. More importantly, there isn't a real cliffhanger, which is something I've come to enjoy in a series. Yes, there are lingering wants at the end, but it's wrapped up in such a way that I can wait for later this year. Despite being almost 400 pages, I blew through it in the span of five and a half hours and at first thought that it was a short story to tide me over until Crystalfire Keep in what I assume will be the fall. I, for one, cannot wait for the next section of the story. I'm curious to see where this pair will continue to go with the story. Whether you use Kindle's lending or buy it, if you liked the first one, you'll love the second one all that much more.

This book contained a lot of exposition on things like physical appearance, environment, etc. I would say that the exposition was well done, however, it seemed unimportant to the storyline as well as uninteresting, and I skipped over the majority of it. Action and dialog accounted for around 20% of the book, so in that sense, the book seemed short to me. Not much happened, TL;DR: They completed a quest and got the ring of promise. What most impressed me was the psychological depth and nuance of the challenges during the quest for the Ring of Promise. If this book was a pot of soup, I would say that it needed more meat and less broth, but it was tasty all the same.

This story went by quickly, which is always a good sign. This is not a complicated story, rather it's delightfully straightforward. The in-game storyline is about two people on a quest to unlock the power of the rings of promise they got in game. The real life story develops great background for the main character and creates empathy for him. The combat is well written with good MMO tactics. There are detailed game mechanics and descriptions throughout the story. A bit of romance too. This novel is so streamlined and easy to follow you don't even have to have read book 1 to enjoy it. A genuinely nice treat. Score: 7 out of 10.

Wow! Total page turner! I read an advanced reader's copy in exchange for an honest review. I loved it! Kayla and Max continue their quest for the Rings of Promise alone with only each other to depend on. During the quest they find that they will lose their avatars if they lose. In real life Max accompanies Chrissy for fitting and surgery of her new prosthetics. A chance encounter causes real life to become intertwined with his gaming life. Will Kayla and Shale prevail? Is their commitment strong enough or will they lose everything? This is a stand alone novel but it helps to read Ring of Promise first for background details.

Vale of the Three Wolves is an epic game quest. The characters grow in knowledge and love as they complete each smaller quest until they have the fortitude and understanding to attempt the final challenge in this adventure. I enjoyed the book. I would recommend it to those who like quest filled adventures inside a game atmosphere. I did receive an ARC for my honest opinion.

The second book in a LitRPG series that was a good read. It switched from real to the game but was easy to follow. Found myself rooting for Max in both "stories" (live and the game). Although heavy in gaming speak it was easy to follow the gaming aspect even though I am not a gamer. I received a free copy and I honestly enjoyed the story as it was well written in the LitRPG style and the light romance interesting. Some scenes were a bit funny too.

Max and Kayla embark on an epic journey, no one has ever been able to accomplish. In order to return back to the gaming world in whence they came, they need to complete the trials and defeat the enemies of the pristine holy land. Subsequently, there is a time limit and if they do not meet the objectives they could lose their chance and characters as well.

Grand story and very thoughtful. I have really enjoyed the evolution of the characters as the books progress and look forward to learning the rest of the story.

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