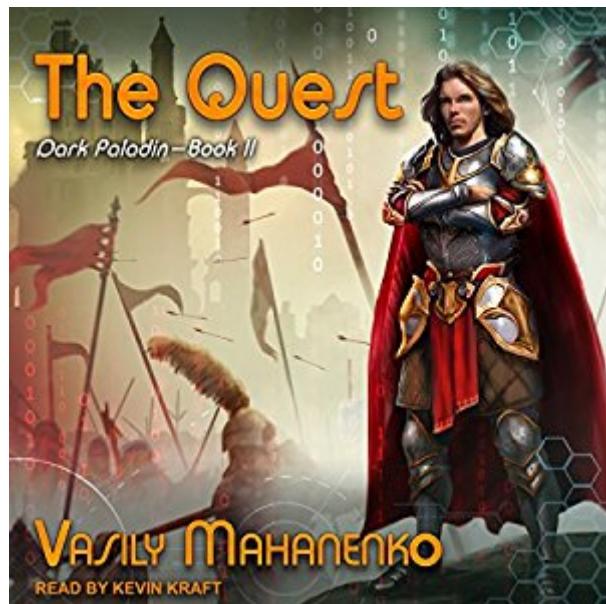


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The Quest: Dark Paladin, Book 2



Synopsis

Surviving in a tough situation is not always the best option; sometimes dying is much better than staying alive. The Academy showed Paladin Yaropolk what makes the world go round: pragmatism and personal gain. Restart was set in motion, but it only makes players more frantic. Now everyone plays only for themselves. Yaropolk faces the same dilemma: be like all of them, or keep his humanity and be known as an odd duck. Because there is only one rule in this world: kill or be killed....

Book Information

Audible Audio Edition

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Customer Reviews

This is becoming my favorite new series. I honestly can see why some people were turned off by the first books constant dark themes, but I liked it. This was not near as dark. the lack of information given to the MC gets frustrating at times. Other then that It was a great book.

The great mystery and cleverness is astounding also I loved that reference to mahan I hope its featured in the next way of the shamans, that would be too cool!!!!

Great continuation. LitRpg but doesn't stress leveling & graphs of abilities. All sorts of twists & turns with Yaropolk out of the Academy.

I have enjoyed the story but it is in such a different fashion that I am not sure if I am actually

enjoying it or not. Very subtle clues and like a grand maze but I do plan to finish it just to know how the author is going to complete this journey

This book was engaging and full of adventure. It had both intrigue and action, I fully recommend it to anyone who loves game related books.

Parts of the book were so confusing as to be mind bending. The errors were so jarring it was easier to skip paragraphs rather than puzzle out what the author had written. Overall the story is good I'm about 60% through but had to write a review on how the confusing conversations were driving me crazy. I hope the author's other books and series aren't treated this way.

I'm a big fan of this writer. He has consistently delivered great books in this genre. But I was greatly disappointed in this book and would not recommend buying it. The first dark paladin book was terrific and I gave it five enthusiastic stars!!! This book was not linear. The characters were not engaging. The plot line was not focused. The writer did a very poor job of giving a reader reasons, any reasons, to get invested in the main characters which came across as two dimensional and flat. Look. This is coming from a true fan of ALL of this writers books to date! Everything he wrote was great! But this book was a failure. I hope he reads this and his upcoming books are five stars like I gave him on every book he published here except for this two dimensional can't care about the unlovable characters book. 5 stars for everything else. But a generous two stars for this no goodnik Paladin volume 2.

Full disclosure, I received an early copy for review. I purchased the novel once it became available. In book 1, Sergey was a soldier that died killing a mysterious figure flinging magic around a battlefield. When he woke up again, he found reality was not as he knew it. It turns out our entire universe is just one big game and now Sergey was a player in that game. Under the new name Paladin Yaropolk, he attended and finished an academy meant to teach new players the rules and features of the game. Unfortunately, Paladin Yaropolk also stumbled onto a potential universe altering secret, how to restart the game. Now in book 2, Yaropolk is in the real game stuck on earth and he has to deal with the realities of a universe where everyone is looking to level up at any cost. He has headhunters, mages, and other enemies trying to get him. Thankfully, he's safe in Sanctuary, the stronghold of the Paladins. Or is he? It seems an innocent looking quest could sweep him up into even more intrigue and universe changing danger.---The beginning of this story

is a little hard to get through. It's mostly explanations about the location Paladin Yaropolk finds himself in after his adventures in the academy, Sanctuary. He levels up a bit in a dungeon, learns some of the rules about his class and occupation (Explorer and Judge). Where the novel spends most of its time is on an innocent looking quest to figure out who stole some old ladies pendant. This search turns into this big mystery adventure for Yaropolk that has a genuinely surprising twist ending. One of the few things I didn't like about the story was the level progression that takes the main character from level 11 to level 73 in a little over a week. The early parts where the main character is in a dungeon is fine, it feels like the main character is earning his levels. However, later in the story, the levels feel like they're just being handed out to him. Additionally, the game mechanic that puts a target on a player, or even a quest to kill them, if they have too much money (Gravis) seemed a little odd to me. It sort of makes sense as a player vs player mechanic but seems easily solved by just spending the money, putting it in a bank, or converting it into gold, which is not penalized by the game. Besides those small things, the rest of the novel was rather enjoyable and I was pleasantly surprised to find it turned into a kind of LitRPG mystery story. Score: 7 out of 10.

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