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Shattered Lands: A LitRPG Series



Synopsis

It's all just fun and games | until somebody dies. Welcome to the Shattered Lands, the first truly immersive video game where you see, hear, touch, taste, and feel the game. In this online fantasy world of dragons, elves, wizards, and magic, two best friends enter at the same time and take very different paths. Daniel desperately wants to break free of his "nice-guy" life in the real world | until his choices end in tragedy. Eric wants unlimited power by any means necessary. Assassin or summoner of demons, it makes no difference. Join them on their quest " both inside the game and out " as they navigate the violence, the triumphs, the treachery, and the danger | Of the Shattered Lands. Shattered Lands is the first book in a LitRPG series.

Book Information

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Customer Reviews

I thoroughly enjoyed this author's other series, Peter and the Monsters, and was eager to start this one. I have to say that it's way different than his other series but just as good!! Daniel's dad has been working on a new game for a big corporation and it's finally ready for the public. It's a fully immersive virtual reality game and costs big bucks to buy. Daniel gets the console and 2 sets of the

headsets so he can play alongside his best friend, Eric, who wouldn't have the funds to pay for it otherwise. The day of release, they decide to skip school early and start playing. They can be anything they want to be in the game so Daniel decides to get rid of his nice guy persona and become a thief, and Eric, who is picked on a bit, decides he wants power and wants to be a wizard, but he is turned away from the school because they see darkness in him, and he decides to become an assassin. Daniel is too nice a guy to be a thief and decides to go on adventures instead. Eric is sent to assassinate a witch but he sees power and instead, embraces his darkside!! I've tried a few LitRPG books before and just couldn't get into them because I'm not a gamer and a lot of the terms used were just way over my head, but this one was easy to relate to and easy to understand. The idea of a fully immersive game was awesome! Imagine playing a game where everything is so real. Where you can taste, touch, smell and even experience pain!! It would be unreal to do!! Daniel and Eric can not believe how real everything feels. They are excited to play and while Daniel finds it hard because he is such a nice guy, Eric's attitude is it's just a game, and he does things that shock Daniel!! I liked Daniel, he is such a sweet, kind boy and it even shows in the game! But Eric is another day's work, he is.... evil. He becomes intoxicated with power and shows his true colours within the game. I really didn't like him!! Either way, both characters are well written and developed and easy to relate to. The plot was action packed and adventurous, though lacked depth at times. It's book 1 so did have to introduce the game and get us acquainted to all that's involved so I can understand why it was a little vague at times, eg, when they started their quest, it glossed over a lot of what happened, but I'm hoping that the next book will have a little more action and explanation. Other than that, the author made it such a way that it was easy to follow and didn't have too much "gamer" language. In all, a great book that, while it's more gory and bloody than you are used to with this author, I think a lot of readers will enjoy. I know my son will love it, and probably want a game like it if it ever came out!! It's entertaining, filled with magic, fantastical creatures and a lot of everything else, to keep everyone happy!! I'm glad book 2 is out already so I can dive straight back in!!

Two best friends, Daniel and Eric, find themselves on increasingly divergent paths after a robbery goes horribly wrong, ending with the death of an innocent person...inside the ultra realistic virtual reality world of Shattered Lands of course. It is only a game after all... In the real world, Eric and Daniel are high school students and social outcasts eagerly anticipating an experience where they can be more than just powerless outcasts. Shattered Lands more than exceeds their expectations. The game engages all five senses to deliver an experience nearly indistinguishable from reality with

an incredibly reactive world and quests that prove to be more than a little morally grey. The game doesn't try to enforce any particular moral and ethical boundaries, merely giving players options...Daniel and Eric aren't overly complex characters but Pillsbury gives us enough details to make them feel authentic in their thoughts and actions. Daniel isn't automatically the white knight of the story but neither is Eric the mustache twirling villain. They're both presented as flawed individuals whose choices in the game begin to define them as people in the real world. Overall, I was impressed with Eric and Daniel as characters (they're smart and relate-able without sounding too old for their proposed age) and I thought the real world was given enough details without overshadowing the virtual world of Shattered Lands. As for Shattered Lands itself, I can only hope that we reach a level of technological prowess to allow something 1/10th as amazing as the game presented in the book. In fact, my only complaint is that we don't get to see all the nuances of the game's questing system or the layered fictional history that is hinted at throughout the book. Overall, I would highly recommend it.

The MCs are both whiny scrubs. Daniel is such a wimp it's wholly unbelievable. He acts like he's never played a video game before. He doesn't defend his best friend when randos are berating him. The game mechanics don't make any sense whatsoever. Epic items with no level requirements making a sub level 10 character able to not be 1 shot by a level 300 Dragon is bogus and impossible. Somehow Eric didn't gain a single level, skill, or stat increase for killing hundreds of the hairless kobold things. Nothing drops loot, or provides any bit of challenge. The focus on "evil" is lame af. They all know it's a friggin game and get so ridiculously b-hurt that I was hoping Eric would kill them all. Them whining over deaths and picking on Eric after he single handedly bank rolled the entire expedition is b.s. Not a single one of them says so much as thank you for providing gear, horses, supplies, options etc. They all act like they're entitled to it bc they're there. And any real friend would have killed and then kicked the barb, gob, and the fish from the party after talking so much smack. The story could be good without all the outlandish op'ness heaped upon the group. Take out the poorly thought out and implemented game mechanics and just call this a fantasy series. The stats for the orb were never even listed, but Daniels b.s. op armor sure got mentioned. That kid is such a clueless pansy that I skipped most of his pov because it didn't add anything to the story other than to reiterate that he's a coward and thinks the game is real life and that he's better than his so called best friend. How can someone he's allegedly played 1000s of hours in mmos have such a strong aversion to killing and death inside a fantasy setting. For Mira to have turned on someone she has such a huge crush on so quickly also makes 0 sense.

Couldn't get much further than chapter 13 since the two main characters are too annoying. Both are supposed to be 18yo but act and think like if they were 12. The book seems to be solidly written but let down by characters you just can't sympathise with or relate to in any way.

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