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The Kingdom Stone: A LitRPG Series (Royaume Cycle Book 1)



Synopsis

Yesterday he worked in a coffee shop, today he is the lord of an empire. Jack Halberd's great uncle disappeared for forty years, and when he suddenly reappeared, he couldn't move or speak. Jack spent years visiting him, but never learned what had happened. Soon after his uncle's death, Jack gets hit by a car and he wakes up in Royaume, a fantasy land that reminds him of the new virtual reality RPG games that are all the rage. It seems that the Halberd family has a curious curse, and Jack begins to understand why his uncle was missing for decades. He discovers that he is the lord of a castle, just as his uncle was before him. He's never ruled anything before, but with the help of his allies he will have to make himself, and his new empire, as powerful as possible. If Jack can battle an ancient enemy that threatens Royaume, he may be able to get back home. The Kingdom Stone is over 500 pages of LitRPG adventure.

Book Information

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Customer Reviews

I wanted to like it, but the flaws outweighed the potential. In addition to needing an editor, there are two main problems with the book. First, it is not "traditional" litRPG (if traditional makes sense given

the youthfulness of the genre). While there are a few litRPG elements, it is much more of portal story. The litRPG elements are barely mentioned, giving the impression the author inserted just enough to put a popular tag into the book's title. Second, the entire premise seems wrong. The main character comes into a world with strong powerful opposition, yet his opponents seem content with minor attacks. Yes, in many novels, the main character has to overcome stronger and stronger challenges as he develops. However, only idiotic opponents would give the enemy time to develop when they know where he is (he's the owner and defender of a known area with less than 100 people). I won't duplicate the points written by other reviewers, but when the character only can grow because his evil opponents are morons (but are supposed to be intelligent), the plot falls apart. Lots of potential and hopefully the author will read all the reviews and improve for the future. My personal suggestion is to yank the book from and revise it. When the character comes to your fantasy land, have him decide to not let anyone know he is back. This way he can have a book or two to grow in strength and meet characters without the problem of having to deal with intelligent high-powered enemies. Save these folks for when he is stronger. And drop the litRPG claim (call it a Portal Series) for better truth in advertising. Good luck!

Horrible short story about a terrible thing that happened, little bit of the actual story, huge impossible problem is given, repeat. Stopped at the 5th cycle of this. Why punish myself. The LitRPG elements are tacked on post writing of the actual book, no characters reflect or notice any elements of the Levels or stats given. The only time they are used is to advance the plot, the most interesting parts are time skipped over. Such as killing monsters and such, Just "He woke up 2 days later after killing Monsters non stop and is now 4 levels higher." Woo. How exciting. My blood is pumping with the thrills. All the thrills. Got about half way through before skimming to the end. Author straight up quits using LitRPG elements half way through completely.

This is a good story, with a decent oremise, but it has some rough esges. The one that bugged me most was the exploration as to why lord halberd's lands would turn to garbage every time he left. "It's the cycle" "there was no flew to pay the soldiers" "we couldn't protect the flew fields because we had no soldiers" it was inconsistent and very annoying. Go through and fix these little/big inconsistencies to get a better rating.

I find the book great! Easily one of the better LITRPG's out there. The characters are not a one dimension character. They evolve and adapt to what happens. More RPG elements would be

welcome though.

It is a decent book with a good intro. It had potential... the issue is that pretty much the whole book is the protagonist accumulating a series of insurmountable problems without really solving any of them. Additionally, I did not get why Jack did not just run himself through a pike in order to respawn completely cured of the poison the high tacher dosed him with. Problems like that which honestly are non-issues are massive points of annoyance for me. 3/5 for being a good book that in my opinion took a wrong turn somewhere down the line.

i saw some of the reviews, i myself loved it. cool take on both a game and a portal story.

What I liked about this book was the main characters evolution until road he was unaccustomed to. The main character had support systems and had a great amount talent . I like the story ideal in art I feel it was very real well written and very well described . Almost like I was in the book myself. I can't wait f

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