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Ring Of Promise: A LitRPG Novel (Elements Of Wrath Online Book 1)



Synopsis

Unlike real life, Max is pretty good at playing games, so when a new limited time dungeon opens up in the virtual reality game he plays boasting a huge cash prize, Max knows he needs to try and complete it if he wants to be able to pay rent this month. Fortunately, the only guild strong enough to attempt to take it on before the timer runs out needs a tank. There's just one problem, he's never played with them before, and even if he convinces the Sisters of Artemis to let him join in time to tank the dungeon and collect the prize money, if they wipe, it's all over. That would be bad because without that prize money, both he and his baby sister will be sleeping in a cardboard box under a bridge, and Max really hates sleeping in cardboard boxes. Been there, done that, sold the T-shirt.

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Customer Reviews

Pretty good story. How the author handled the swearing filter was rather inventive and humorous. Good start to a series, I'll look forward to the next book.

I really liked this book can't wait to see where the next book takes the story I will definitely read the next book

As far as LitRPGs go, this started rough but ended up being one of my favorites I've found in the genre. It wasn't because it had done too many things differently but because of the fleshing out of the characters and their interactions. It isn't a sucked into the game LitRPG, but more of a story about a guy that plays one and his friends. If you're a fan of streamers and YouTubers, that isn't a problem at all, but know what you are getting as you go in. RoP is best-compared worldwide to Path of Exile. The gameworld of Elemental Online is based on base classes and races that get their skills from modifiable, different grade gems which lead to interesting interactions and a high potential for fun and serves as the background for the majority of the novel. On a side note, there is a lot about the game world and engine in the back of the novel. Max/Shale, our MC, loves the game but treats it like a job when we first meet him. At first for me, this made it harder than most stories to get into, but I can say that it thankfully doesn't stay that way for long. Once we find out his reasoning, you start to relate more to him. He makes his first friends, he has adventures, and fun things happen. Without spoiling anything, most people will predict where the story goes once you learn the meaning of the titular item of the novel. However, there are some downsides. Even with the security in place for the characters to stop them from sharing personal information, Kayla, one of the female leads, feels very one dimensional. Burndall, whose name I did find hilarious even out loud, comes off very strangely sometimes considering his main interactions within the novel are as a client paying for help. The final female Crysta seems to balance both. While she isn't as one dimensional as Kayla, the character lacks refinement. Now, whether this was purposeful or not due to the limitations built into the novel, I'm not sure. I wish it had been longer, but with the sequel coming out later this year, I should be ok for now. If you add in the few errors in editing, all this was enough to knock it from a five-star rating. The novel landed solidly at four stars, not terrible, but there were just enough small pieces that make it seem like the novel could have been a little more fleshed out. I look forward to reading more about the world and J.B. Garner and J.A. Cipriano.

This is a really enjoyable and exciting audiobook. I'm not a gamer but I found this story made me want to be one. I'm sure if you like teamwork fantasy combat games you will adore this story. The dual tale of immersion in a virtual reality game, where quests can be undertaken, friends made and money gained, and the real world, where the physically disabled are struggling to survive, kept me totally entranced. Max is a great character, confined to a wheelchair and taking care of his equally

disabled sister in real life. He needs money in order for them to survive and gaming is the most viable source. In the game he is an excellent tank and team leader, he has built a team that he is starting to consider as friends (some a bit more than just friends) and they are leading the game in newly released quest. The narrator does an excellent job, I think it is some of his best narration work. He draws you into the story and makes both the fantasy and the real life seen alive and captivating. You soon become invested in Max's life both in reality and in the game. I really enjoyed both the story and the narration and I look forward to listening to the next in the series.

I really enjoyed this book. I loved the game world concept. The descent sounds really cool! This is only my 4th LitRPG book so I'm new to the genre. I'm a lightweight gamer but really liked all the strategic placing of the gems in the slots. It reminded me of some of the discussions my guild has about strategy, slotting runes & allotting skill points. I also liked the balance of RL to gaming. It showed that he wasn't only about the game & gave a realistic spin to his desperation to win & hire out his services. The camaraderie between guildies was captured perfectly. I received a complimentary copy in exchange for an honest review. I'm looking forward to the next book in the series.

1st in series: The hero is trapped in a wheelchair and trying to take care of a crippled sibling... with funds being cut, the hero tries to make a living as a professional virtual world gamer. This is a gamer's book & the author does an excellent job using terminology and showing how teamwork works in RPGs. With that said, what this book really reminds me of is some of the future militaristic books (like David Drake's Hammer's Slammers), except this is set in a fantasy virtual world setting. As far as the LitRPG elements, the progression is hard to follow--leveling up is almost redundant (though using gems to craft is an interesting bit.) The class system is irrelevant other than the character is a tank (someone who takes damage/agro off of other players)--and it comes off more as a profession. If you like futuristic military fiction, or teamwork strategy gamer battles, you might like this book. Some people might get lost in the gamer sub-culture. This is almost a different category than LitRPG, but the author carries it off.

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