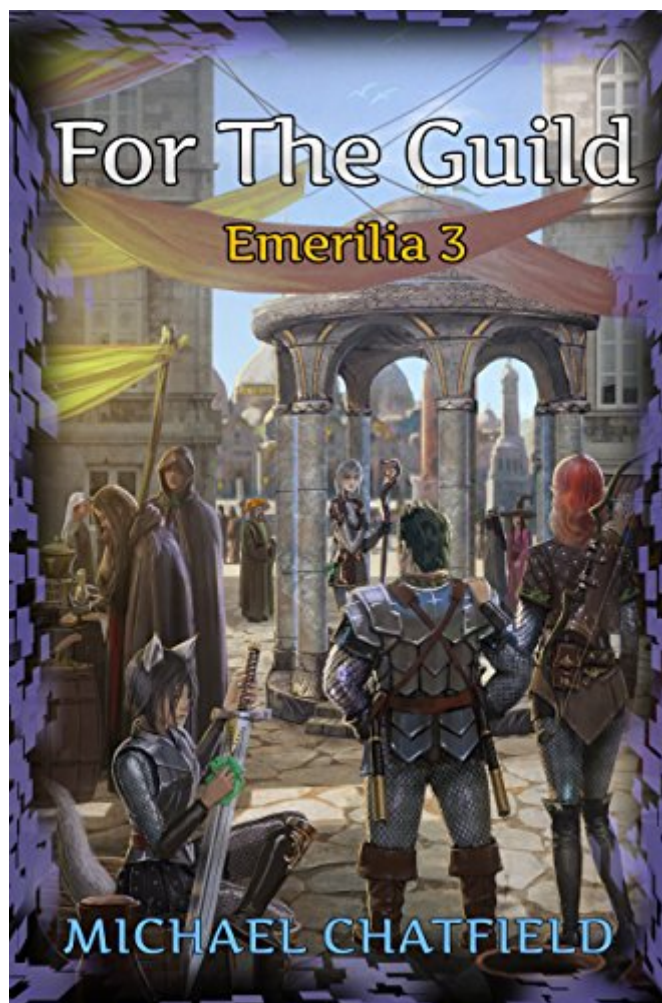


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For The Guild (Emerilia Book 3)



Synopsis

After four months of training, Party Zero is ready to join up with the Stone Raiders and test out their newfound power. Forces have their eyes on the Stone Raiders for their own reasons. The Stone Raiders and Party Zero will be vital to the plans of higher powers and the future of Emerilia. They just have to survive long enough to make it there. A series of events are set into motion that will change the world, and just maybe the Universe.

Book Information

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Customer Reviews

A great third installment in the series continues to explore the world, reveal its history and factions and introduce long lost races, magic/ technology and schemes. The MC and his party are all likeable and their guild is progressing interestingly. The main character and his party are a bit too OP at times but their I have faith their opponents will continue to grow strong enough to challenge them. Overall it was well written and enjoyable. Looking forward to the next book.

Things appear to be moving forward. While the story itself contains good fast paced action and large scale combat, the overall plot progresses rather slowly. A few short switches between alternating persons, but not much and only briefly. No cliffhanger ending, but admittedly without a specific plot

within a single book, that is not saying much. Looking forward to the next part, but I am hoping things progress towards facing the BBEGs of Emerilia or better the Empire.

It was a toss up between 3 & 4 stars, but i finally went for 3 because i thought this book was a step downwards from the last one. It seems to be a common temptation amongst fantasy writers to make their characters ridiculously OP... which always tends to make them less and less interesting as a series goes on. They simply become too abstract to relate to. Also, mixing large sci-fi elements into a sword & sorcery setting lacks appeal for me. Steampunk is OK, but this is not even close to that. This series started out well, with some interesting characters, etc. but something has been lost along the way...

Best yet from Emerilia. Accidentally bought it with one-click purchasing instead of Kindle unlimited and you know what? Not even mad. This author deserves everyone's purchases for the incredibly rich universe and story he is developing. Top 3 favorite LitRPG for me.

Thought it was a good sequel, I am curious to see what it is all culminating into. The knock on this series so far for me is that events seem so drawn out and there is little culmination by the end of a single book, unlike in the first installment. I only hope it gets better. Still I enjoyed the story and will keep picking up the sequels. Keep up the good work!

It seems our favourite Players and their Guild are progressing nicely. A few hiccups along the way, a little Guild warfare and some interesting quests. Having Dave and the the Dracul Malsour and Induca involved makes it an interesting party. I just wonder what new skills and to what levels will Dave take his existing ones. Is there a level above Master lvl 9??

One of the best in the litrpg genre. It's focused around crafting but has fighting as well. Well written. Good balance of everything. There's a few typos but not terrible. Mostly things that spell check misses like saying he got some huge two foot arrows when he clearly meant two meter arrows.

One of my favorite litrpg series to date. Solid writing, though this installment didn't seem quite as well edited as the first two. The errors that made it through were relatively minor. All authors in the litrpg genre tend to throw their own twist on their world building, but this author's reversal of what

I've come to think of as the standard trope is more innovative than most I've seen. All in all, if you enjoy the litrpg genre, you can't go wrong with this series...maybe don't start with it, though, as it may spoil you for some of it's predecessors which are worth reading too.

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