



## Trial and Flame

*Kevin Murphy*

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## **Trial and Flame** Kevin Murphy

Games are an escape?

The fickle whims of the gods force Dakkon to take that sentiment literally. The announcement of some grand tournament doesn't equate to glory when its thrust upon him and threatens the life of his best friend.

In the virtual world called Chronicle anyone could be hunting them. To keep his unusual friend safe, Dakkon goes on the run.

But—why not use laying low to your advantage? Staying off the grid might just beget opportunity with the right amount of luck.

Avoiding well-traveled roads can certainly have its upsides. It's the trips to unusual places where parties can collect unlikely prizes.

What secrets will Dakkon's group uncover when they, too, are trying not to be to be discovered?

Just how worried should they be?

## **Trial and Flame Details**

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Author : Kevin Murphy

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# From Reader Review Trial and Flame for online ebook

## Johnny says

### Book two

Mistakes: I didn't find anything.

Plot: this seemed like a book about side quests. You don't really get a continuation of the main plot till the very end of the book. Still an enjoyable read though I would have liked more loot.

Characters: they all kind of blend together. Nothing really makes any of them stand out.

I was able to put this book down multiple times and come back to it. I just didn't get sucked into the story. So for that I rate this book 6/10

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## Robert says

### The story carries on

Enjoyable follow up to the first novel. It was like reading about a really great gaming session with friends in some ways, in others almost a slice of life. I enjoyed that there was no big huge important world changing Quest...that can be a bit overdone sometimes. Its telling the story of Dakkon and now his friends.

I'm looking forward to the next after the cliffhanger!

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## James says

### Pretty solid

Book was pretty good but the puzzle tower was way to long and boring to read. Action fights where good though how easy some players went down seemed just a plot hole.

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## Teo says

What happened?

All of the interesting premise, great character development and cool, mysterious plot that were present in book 1, now are gone.

Instead of building upon the interesting class choice of the MC in the first book, and continuing the development and introspection, now Dakkon is relegated to background cardboard cut out. He might as well not be present in the book. Last book was full of interesting struggles and improvisations where he made the best with what limited abilities his class had. Now, generic fire mage. Not a lick of originality

The action is so insanely generic. Generic dungeon, followed by generic trap dungeon. He jumped over the spikes. He hit the monster.

It seems that what was great in the first book disappeared in a generic dungeon crawler

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### **GaiusPrimus says**

A great follow up book, a really fun dungeon diving novel.

There's a few things that I think are really unnecessary though and the whole marked-band situation is completely bonkers to my view and I think the author figured this out and wrote a way to get himself out of the situation.

Nonetheless, it was entertaining and that's what I'm looking for.

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### **Rob Billiau says**

#### **Great series!**

Really enjoying this s series. This particular one got a little bogged down in some of the exploration segments, but introduced an interesting new mechanic that will be fun to see how it plays out!

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### **Brett says**

#### **It gets better**

I lived the first book of this series but the second one is even better. Great adventure, great characters, hardly and typos.. wonderful book I recommend to all fans of LitRPG. Well done Kevin! Super excited for the next installment, hope it is soon!!!

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### **Tim says**

#### **Even better than the first one**

Really very good. Wonderful characters and engaging storyline. I'm especially enjoying the dungeons and I'll be stealing some ideas for my next D&D campaign.

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## **Travis says**

Good story here. It didn't turn out quite how I expected it to, but that's ok, since readers don't dictate the story, the author does. Still, it was a bit disappointing how it ended, but I suspect in the next book in the series, we'll see interesting things, that might make up for the disappointment in this one.

If you're a fan of RPGs, you're likely to enjoy this book. If you read the first one and liked it, then you're all set for this one, it extends the storyline nicely. If you haven't read the first one, you can still read this one, but it may not draw you in without the first book to fill in the background you might need to thoroughly enjoy this one.

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## **Mike Goodman says**

### **Mostly Good**

I was totally lost for the first few chapters. I wish there was a simple recap. Maybe a police report or a friend who had amnesia and needed to get up to speed. At least with you next book D can update his friends with your cliffhanger ending.

Anyway I enjoyed this loot and level story. It was kinda weird how none of the party understood dungeons. Can't wait for the next book.

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## **Soo says**

### Mini-Review: LitRPG

I had listened to the audio for the first book and didn't feel like it was a YA. It's interesting to note that the story felt more like a YA novel when I read the story. The action sequences are still weak but I like the characters, their progression and the plot developments. I really enjoyed certain segments of the adventure. All of my favorite parts deal with either the game lore or the people Dakkon meet. Overall, it was a fun adventure story. I'll read the next book when it comes out. =)

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## **Vroom says**

[fridging (hide spoiler)]

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## **Shah says**

### **Meh~**

The last book ended with big expectations of a tournament only to be followed by boring puzzles; the most shortsighted idea to sell a castle and one activity that was related to the tournament. I barely made it to end of

this book. A boring and disappointing read.

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### **Niels Baumgartner says**

#### **That was a fun book**

Thanks for the book!

I honestly didnt put it down. Had quite a few great and funny moments. It developed the stories and characters much deeper than i had expected. Was a good ride.

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### **Wolkenfels says**

Was a let down from the first one. All the real world struggles/ideas are just ignored now. the MC choose a second class that is so near the first class it is no real fun. He gets an task that is close to not possible (protect his friend) while he ignores the solution when it is pushed in his face.

The dungeons were "okay" but the loot was not interesting and the second dungeon really drew on my patience.

On the positive side the characters are still nice and the cover art is super!

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