



## Civil War

*James A. Hunter , eden Hudson*

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**Build. Evolve. Conquer. Welcome to the Civil War ...**

Roark von Graf—former noble and hedge-mage, current mid-level mob in a MMORPG—has his sights set on taking down the tyrannical Dungeon Lord. But the reigning Troll despot is nearly as devious as Roark, and his followers are much higher level.

With forever-death on the line, civil war breaks out in the Citadel, pitting Roark's new regime against Azibek's horde of loyalists. To survive, Roark will have to outfox the Dungeon Lord, forge new, dirtier weapons and shady alliances, and above all, Evolve ...

But while the Trolls are entrenched in their civil war, an outside threat is growing. Eyes from the IRL world are beginning to turn toward the Citadel. There's something strange about this Roark, and they intend to find out what.

## Civil War Details

Date : Published November 26th 2018 by Shadow Alley Press

ISBN :

Author : James A. Hunter , eden Hudson

Format : Kindle Edition 354 pages

Genre : Fantasy, Science Fiction, Futuristic

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# From Reader Review Civil War for online ebook

## Cameron says

### Fun Sequel in a fun series

I enjoy this GameLit story because it looks at the lives of mobs in dungeons in a different way. There are stories with the dungeon itself as a protagonist- and this story isn't like that. It's about a boss of one of the wings of the dungeon considering how to conquer the rest. As well as improve life for his loyal followers... while dealing with invasions from "heroes".

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## GaiusPrimus says

### Continues to deliver

A fun romp through the dungeon that is more Gameloft than dungeon core.

Perhaps because of how the first book was setup, this book seemed to rush through some of the action scenes but it made up by the setups in between.

Looking forward to see where the series will go.

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## Jessie Thomas says

### Great follow up to book one

If you're into litRPG, you need to check out this series. If you're not into litRPG, or have never heard of it, read this series...it may just convert you.

The storyline is great, from Roark's backstory to the characters in the dungeons; from the heroes to the Dungeon Lord battling Roark and his clan, it is an imaginative, roller-coaster ride you will not want to exit.

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## Chris Bell says

### For the Saaaaaalt!

Now then, where do I begin?

A deep breath I suppose. And hold. And breathe out.

Wow.

I'll say that again. Wow.

You know you are reading a Hunter tome because you stop, look up, check the world is still there. Look back down and it says 92% . And the joy of the last few hours of adventure pales before you. You are nearly done. The colours, the sounds, the smells and the magic are almost gone feom your life. Again.

The cure for this cursed existence? Viridian gate, Yancy Lazarus, dragon rpgs or space dramas. Or Mr H and Ms H getting a move on and writing the 'War of the Citadels' Roarke vs Lowen!!!!  
For the Saaaalt!

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## **Ty says**

### **Awesome read!**

This was really good! I enjoyed reading this the whole way through. Sadly I read it too fast, as I sometimes do when I find something that reads well. The characters are interesting and quirky and the story flows well. I'm left wondering what will happen next! Read this!

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## **Jake says**

### **Stellar addition to the series**

This brought the series to a whole new level.

I loved how the characters developed steadily throughout the book and never seemed to lag behind individually. Roark is amazing in this book, I dont want to go jnt ok details cause of spoilers but man does he definitely take it up several notches of kick assery and coolness. Kaz and Zyra have both worked there way into my heart also by becoming such loyal friends to him. I wont say more but man the depth of character development was awesome.

I truly enjoyed the pacing of the book also because even in between the bursts of action and fighting it never got full and boring. I wasnt able to put the book down until I had finished it because it was that engaging of a read.

There is so many fun and amazing twist and turns in this story that i didnt see coming. My mind got blown on more then one occasion from a flyer out of left field.

I can't recommend this book enough. It is a must read for sure specially of you have read the first, and if you haven't read the first shame on you go get it now and read it to.

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## **Steven says**

**Excellent read. Finished it in less than 24 hours! Looking firward to find out what happens next with Roark and the crew! Would have preferred a more drawn out conclusion perhaps, a bigger final fight!**

Excellent read. Finished it in less than 24 hours! Looking forward to finding out what happens next with Roark and the crew! Would have preferred a more drawn out conclusion perhaps, a bigger final fight? Seemed rushed! But over all a grand experience

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## **Rebecka says**

I liked most of the story (a few of my disliked tropes popped up and I had to cringe until they went away), but it somehow feels really short and it tends to switch back and forth from a hard game system with clear rules to a soft magic-system, i.e. the MC will sometimes defeat his OP enemies with his willpower alone, while he fails against lesser foes when the story calls for that. This book does a lot to improve on book 1 by adding glimpses of "our world" which makes the setting feel less claustrophobic. I just wish it had time for more of the good stuff, like leaving the dungeon, improving the dungeon, making new friends, getting some worldbuilding etc. Maybe in book 3?

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## **D.J. Bodden says**

This was an amazing book. I don't just say that because it scratches a particular itch I have by letting me "play" the MMORPG I've always wanted, but it's well written as well, and those don't always go together.

The story continues where it left off in Rogue Dungeon 1, as Roark the accidental interdimensional traveler tries to find a way out of the video game he's trapped in, to get back to his world and save his people. Fortunately for us, the path home is through the player's hearts, whether that's by passing through the rib cage or just left of the spine. There are spike traps, acid pits, and upgrades for him to craft in a story that reminds me of a smarter Dungeon Keeper without being a comic book villain, and I loved every minute of it.

The pacing was perfect, giving me a breather when I needed it, and then surprising me by darting forward. The dialogue was sharp, the plot clever, there were sufficient shades of morality to be intellectually stimulating, and I felt genuinely satisfied by the ending, even though there's still more to come. I laughed out loud several times. I'd start with the first one if you haven't read it yet, if only because some of the wit and jokes build on themselves, and it gives you an appreciation of how far the characters have come. Well worth the read.

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## **William says**

### **Great Next Step**

I like the main character. He's got a different attitude to him than the way most nobility is portrayed. I liked the IRL scenes. Brief as they were they gave the needed view from the "creators" side of things. The character growth is nice and progressive. Not growth then devolving back and forth as some like to do. Overall very entertaining. Can't wait for the next one.

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## **Adam Shook says**

**Alright alright**

A good solid book. There are too few litrpg that tackle things from a monstrous perspective yet James and now eden fielded that excellently and while Roark may be human at his core he can be a bit beastial too. No real errors or typos that I caught but hell if I missed something screenshot it and send it to hunter thru Facebook. Add a bit of snark to the message as well just for fun. Though I'm sure I didn't miss much. A must read get it yesterday if you havent got it today.

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## **Lana says**

This is the 2nd book in the series The Rogue Dungeon and it is a litRPG novel by James Hunter. I am fast becoming a great fan of this type of novel and Civil War is a really exciting novel as we find our cast of characters Roar, Kaz, Mac and Zyra working really hard to evolve and gain more attributes both in physical enhancements as well as magical powers in order to defeat the dungeons tyrant Azibek and his horde of loyalist hangers on. Furthermore Roark is gaining all the knowledge he can acquire in order to return to his own land in Traisbin to overthrow the tyrannical king Marek who had killed everyone Roark ever cared for. Roark was taking the citadel under his control one floor at a time and gaining strength and support as he went along. In order to succeed our group of heroes need to forge new weapons, make new alliances and evolve whilst keeping an eye out for the world outside the game who had their own eyes on Roark the Griefer. The gamers were getting very annoyed by Roark and were out for his blood but Roark had his friends watching his back all the time, and ready to die instead of him. Roark inspired loyalty in those who followed him unlike the tyrants who ruled through fear. I just love a book with a cause and have a penchant for rebels and uprising, hoping to see the underdog win in the end and this is why I am enjoying this series so much! Onwards to the next book since this one stopped at a most crucial point in our story!!

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## **Silvia says**

### **More than 5 stars**

Roark, the noble mage time-traveler picks up where he left off in book one. At his side are his loyal friends: the adorable chef Kaz, the affectionate salamander Mac, and the beautiful deadly assassin Zyra. Roark also forms new alliances that include an alliance with crusty old Griff, who's training proves invaluable.

This is a fast paced story that pivots between the MMORPG characters of Hearthworld and the real life players better known as heroes. As if this isn't enough, the creators of the game get involved and this brings a whole new dimension to this turbo charged story.

I'm not a game player and have little to no knowledge of the MMORPG world but this book grabbed me with a force that had me playing this game in my mind. Especially helpful to me were the charts and notifications that popped up throughout the whole book to inform the readers in great detail of new levels, congratulations on achievements made, warnings, etc. I had fun as this book captivated and fascinated me like no other series has in this way. By the end of this book my brain was fried in a most delicious way...loved it. Deserves 5 stars and then some.

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## Simon Larcher says

A great sequel to an amazing first book.

The civil war of the title is between Roark (the main character) with his minions on the first floor and those loyal to the current boss of the citadel Roark ended up in.

There is little in this story about anything happening back on Roark's original world, but we do get some sections dealing with our world, which fitted well with the story and did not take you out of moment.

The main adversary from the new world in the first book is back and causing additional problems for our "hero" for those that enjoyed him before (like me).

Highly recommend for those who enjoyed the first book.

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## Koeur says

Publishing Date: November 2018

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Rating: 4.5/5

**Publisher's Description:** Roark von Graf—former noble and hedge-mage, current mid-level mob in a MMORPG—has his sights set on taking down the tyrannical Dungeon Lord. But the reigning Troll despot is nearly as devious as Roark, and his followers are much higher level.

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**Review:** It is tough to do a follow up in a series where the first one was really good. You gotta have your shjt mapped out in order to keep the story line interesting and the characters developing at a good pace. Did this dynamic writing duo succeed in delivering a grande follow up? Read on!

Someone at work asked me why my eyes are so red and I said "Really?". That is what I say to people I don't want to engage with but in the back of my mind, I am thinking "Fuk, stayed up till 3 am reading again.". So yeah, you could say that I love this series so much that I am sacrificing health via sleep for enjoyment.

Roark is taking over and changing the game as everyone knows it, so stay tuned for the next in the series while catching up on your sleep.

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