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# Valhalla Online Book 2 - Raiding Jotunheim



## Synopsis

'Raiding Jotunheim' continues the exciting LitRPG adventure by USA Today bestselling author Kevin McLaughlin. When technology blurs the line between fantasy and reality, what will we become? Samantha didn't ask to have her mind uploaded to the virtual afterlife of Valhalla Online. Someone did this to her. She's determined to find out who. But her quest has stirred enemies. They're coming after her with new weapons - hacked items capable of deleting anyone struck by them. One scratch, and she'll be gone forever. There's no coming back. Stalked by an assassin who can kill her for good, Sam pushes on, struggling to smash her way through yet another Realm. She needs to beat all of them to learn the truth, and her foes stop at nothing to make sure she never survives that long. But Sam will not let fear deter her. Some things are worse than dying, and immortality in a cage is one of them.

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## Customer Reviews

For fans of the first book or of the LitRPG genre, another thrilling episode in Sam's quest to escape

from Valhalla. I especially love how Sam comes into her own in this one, as she seems much more comfortable not only with the interface and the game play, but also as a leader and decision-maker. Also loving the hints that we keep getting about Sam's overarching quest - as much as I enjoy the setting, plot, and excitement of each of the realms so far, I really, really, really want to know how Sam got to Valhalla and what happens to her when she finds out. One of the continuing strengths of this series is the big questions it raises without really trying - when everyone is already dead, what are you really living for? I can't wait to see how that develops over the rest of the series. I do recommend you either read the first in this series or at least have a solid understanding of RPGs, as this book hits the ground running and only explains elements that are new to this Realm, rather than how the entire game works.

A short, fast, but fun read. I do wish Gurgle had had a larger role in this book. It felt to me as if he was just an afterthought that the author had regretted adding to the story. I can recommend this book to others, but I do hope Gurgle has a more active role in book three.

This book was as good as the first one it's like being stuck in a video game that you have to win to find out if you are really dead or not and then you have some fruitcake trying to kill you for ever . Great book loved it.

I have been waiting for this book since I read the first of the series. I cannot wait to read the rest. I am waiting to see what the Black Archer does next to target Samantha. Her determination to move between the realms and what she does to complete her mission is inspiring, even from a butter bar. Well done. I cannot wait for the third book.

Entertaining read, major elements of the series plotline were revealed. I will buy the next book.

Set a few weeks after the end of book one. Samantha has finally earned enough points to move onto the next realm in the game. Unfortunately, someone doesn't want her to progress any further in her quest to talk to the outside world and figure out how she ended up in this virtual afterlife. Someone has hired a black-clad assassin to permanently delete her from the game's servers. Now she not only has to be concerned with learning the new rules and gameplay of Jotunheim but this assassin too.---Remember that Samantha's big goal is to talk to the outside world and figure out how she got uploaded into this game. She has to travel through the

eight realms that make up this closed MMO. Each realm has its own rules and gameplay mode. The second realm that Samantha travels to, Jotunheim, is a PVE game environment that doesn't allow players to harm each other. It focuses on large raids against a variety of giants. Player run guilds compete for prestige as they raid these instanced dungeons. This book follows the same basic formula that book 1 did. The main character lands in a new realm not understanding how things work and everything around her is vastly more powerful than she is. Everything is explained to her and she's led around by the nose by other characters learning until about halfway into the story. Then she goes solo, gains confidence, a bunch of levels, gameplay skill, and power. Then she leads her side to victory against the jerks, even after a predictable betrayal. What makes this story different from book 1, are the game mechanics of this realm. In the first realm, it was all about castle capturing and PVP. In this second realm, it's the opposite. It's about doing well within the groups you form and working well together to conquer challenging instanced dungeons. These dungeons also make combat different than it was in book 1. Large scale castle sieges are different from small group dungeon runs. Each raid has its own unique monsters, traps, layouts, and bosses. So there's a larger variety of combat situations that can be described. My favorite part of the story was the solo adventure of the main character. Seeing her learn new gameplay skills and then developing new strategies to beat higher level monsters solo. The simple story of her leveling, applying skills, getting new spells, and wailing on some monsters for XP is satisfying. This assassin thing isn't really important in this story. Once she leaves the first realm and goes into Jotunheim she can't be harmed by other players. So, it's just a sword of Damocles that hangs over her head the entire story and something she worries about. Also, I don't think you'll be surprised who the masked assassin turns out to be. Overall, a good read. The combat is well described, and the monsters fought are varied. The guild on guild competition felt a bit forced but I get that there had to be some motivation for the MC to grow in power rapidly. The assassin thing just seems a bit silly and doesn't really make sense but maybe it'll become more important in the next book. Still, an enjoyable read. Score: 7 out of 10

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