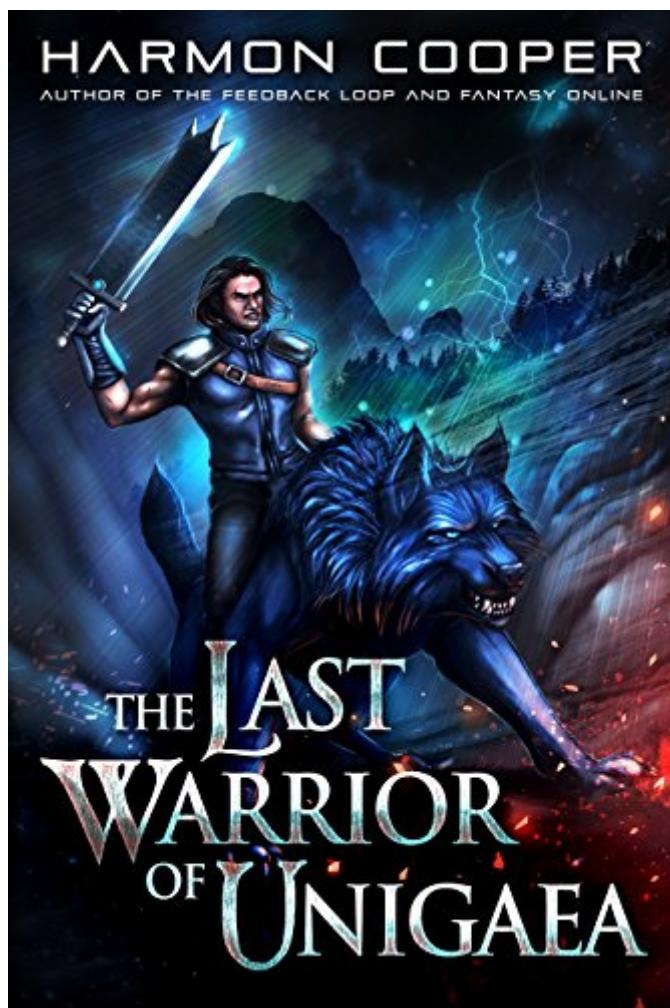


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The Last Warrior Of Unigaea: A LitRPG Trilogy



Synopsis

A Player Killer with nothing left to lose, Oric Rune wants nothing more than to avenge the villagers of Ducat, who were butchered before his very eyes by the Drachma Killers. But with the people of the Rune Lands encroaching on the southern cities of Unigaea, and something brewing in the sky that could prove fatal to the entire online world, Oric must make the choice between personal vengeance and becoming the hero he is destined to be. Joining him on his epic journey are a giant Tagvornin wolf, a mute Solar Mage, and a cunning illusionist named Sam Raid. Do not miss this the start of this powerful LitRPG fantasy trilogy by the author of Fantasy Online and The Feedback Loop series! Audiobook narrated by Jeff Hays and Annie Ellicott!

Book Information

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Customer Reviews

The MC needs a little fleshing out which started towards the end of the story. I'm looking forward to seeing how he grows in future books

This book was super spectacularly awesome and a great read. This author never disappoints. This book was super spectacularly awesome and a great read. This author never disappoints.

The beginning of the novel introduces us to Oric RuneClass: Level 8 Player KillerSubclass: Level 3 HerbalistINFAMY: 38 Players killedFights group of orcs for chance to kill the players in the group. Because of his chosen class, every time the MC kills 5 players he receives a free stat point. Unfortunately for his opponents, when they die they lose their character and have to start all over from scratch. It's revealed fairly early in the story that the MC chose the class Player Killer to get powerful enough to get revenge against a guild of player killers that destroyed the village he helped create. The class is detested by everyone, players and NPCs but the MC feels it's a worthwhile trade off to get strong enough to destroy the Drachma Killers. The main character goes on a bunch of adventures where he meets various interesting and seemingly broken people. He then learns about a huge threat to the game world he's chosen to live in and goes to deal with that.---The game mechanics in the story are solid and I appreciate the novelty of creating a permadeath world and incorporating a class like Player Killer.

There's a bit of crafting and lots of action. Banter between characters is fairly funny. However, the thing that stops the story from getting a better score is that I never really empathize with the main character. I don't understand his motivations and even though he's portrayed as a Æoman who has nothing to lose he also wants people to like him, despite his chosen class.

He's not a reluctant hero. He's definitely not a villain or an anti-hero. I'm not sure what he is besides a decent person, which makes his choice of becoming the thing that destroyed his last life a little out of character. Overall, better than an ok read. Plenty of action and humor. The use of Player Killer as a character class was neat. Unfortunately, I just never connected with the main character. I listened to part of the audiobook version and sort of like that better than the written version. Score: 6 out of 10

Another excellent LitRPG adventure from the pen of Harmon Cooper. I am always in awe of authors who can switch from writing a fight scene one moment, humour the next, and then come out with a set of words relating to their story, but also so true to now: 'Unlike the real world, one can live any number of experiences here, regardless of any social class, country, or religious underpinnings that may restrict them up there. Gaming is the new liberty.' That brought shivers down my spine! Fantastic. I really enjoyed this tale of Oric Rune, looking for vengeance, but gaining friends and

enemies on the way (whether he wanted to or not!). Cooper's trademark action-packed and riveting storytelling is full of surprises, laughs and fun. You won't be disappointed. I loved this and can't wait for the next books. I was given an ARC of this book which I voluntarily read and honestly reviewed.

Decent story with an interesting amoral character, even if he lacks imagination (for example, he creatively named his wolf partner, "Wolf"). Not much to it in the way of character building and options, but some interesting ideas nevertheless. I say that despite not liking the main character. He's a thief and a hypocrite. His main motivation for being a player-killer (an actual class in this world) is to get revenge on some player-killers who did him wrong. In this world, if your character dies, it dies permanently. So to get revenge on a group of player-killers who did wrong to the protagonist's former character, the protagonist goes around killing innocent players to build up his character. So not a role-model and hard to care much about him, but at least he shows signs of personal growth toward the end of the book. The title of the book tricked me. At the time of this review, has the title as "The Last Warrior of Unigaea: A LitRPG Trilogy". This is the first book of the trilogy, the other two parts have not yet been published. Normally when books are listed as "A Trilogy" the entire trilogy is included. I don't think the author meant to be misleading, but I recommend changing the title to say Part I of a Trilogy or something to that effect.

The Last Warrior of Unigaea is the latest installment in the realm of Cooper's Proxima Universe. This is, assumed, a launch of another series with references to other works in the author's digital realm. It does make reference to the historic Dream Team found within the Feedback Loop series (eight books in total), with the key takeaway as Oric is hell-bent on revenge and chose to respawn as a Player-Killer in order to go after a clan that ruined his previous utopia. You'll get bits of that backstory. The main characters, aside from Oric, are Wolf, Deathdale, and Sam. All the characters hold interest and most certainly have a back story not yet unearthed. I'm sure their entwined adventures will deliver lots of action and loads of experience points. There is plenty of action to keep things chugging along at a quick pace. Don't make fun of the Splintered Sword! If you are new to the author, this is probably the most mainstream story he has put out. I enjoyed the story and it is a very fast read. This said, I missed the off-the-wall strangeness, trippy pollutes-inspired scenes, and the rough, gritty edges of prior work. ARC provided by author.

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