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Gong And Chalice: Epic LitRPG Adventure (Fayroll - Book 4)



Synopsis

I believe Vasilyev to be the only author who's achieved such a credible mix of real life and virtual reality. This alone is enough to put Fayroll in Top-5 of Russian LitRPG titles. G. Akella, the author of "Realm of Arkon" The adventure continues. A recruitment office and a Recruitment Sergeant, it's a new thing for Hagen the Warrior but nostalgia for Kif as he ponders joining a Free Company heading South. But is he ready for what awaits him? And is the final Dryad worth it? The South, a completely new scene. Even more deadly than any other place in Fayroll and one that might prove too much for Kif. As reality begins to blur and the game gets more real, Harry realises just how dangerous the South can be especially with the Free Companies. With more clan intrigue, strange players, and deadly creatures Harry must continue his epic quest as the final Dryad waits for him. But his time is running out and he must visit the Monkey King Temple to complete the Dryad Quest and face the terrifying challenges. All the while facing a possible Clan War between various unknown factions. Life in Fayroll is heating up. Also a visit from Vlka's sister, the mysterious Elina, reveals a gaming secret and causes turmoil for Harry. Not to mention troublesome work colleagues and an expanding staff, it is a busy time for Kif. He even finds time to learn about some of the even darker sides of online gaming and the unscrupulous side of clan intrigue and the black market. It is an adventurous time for our hero. Expertly mixing the real world and game world like few other books can achieve this series is really a masterpiece of LitRPG. The synergy between the worlds is natural and both the in game and real world narrative are highly engaging and entertaining while developing the story to an exciting climax. Fayroll continues to grow as a series. With a return of good humor, excellent descriptions and its almost cinematic imagery, Vasilyev continues to demonstrate his exceptional skills as a writer. The fans of Fayroll enjoy the series with every new book. This is an excellent example of LitRPG filled with all the fantasy and sword and sorcery a reader could ask for. Translated by Jared Firth, keeping close to the original text of Vasilyev's fantasy Juggernaut, including cultural references adapted for the English mindset. This is especially beneficial when it comes to the author's sense of humor. Andrey Vasilyev's writing career began in 2013 when he had "run out of things to read". Since then the creator of the Fayroll series has secured himself a reputation as a top author in the relatively new, yet extremely popular genre of LitRPG. A blend of sword and sorcery, cyberpunk meets Sci-Fi and a heroic fantasy at The Cutting Edge of virtual reality.

Book Information

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Customer Reviews

Very well done and translated. This series is part of the top 5% of the litrpg genre. I wish there were more authors of this caliber. Looking forward to the next book.

In this installment in the Fayroll story, a huge plot line comes to an end and another begins. Several other issues will come to a head and leave our hero looking for knives in the dark! The next book cannot come soon enough!

An interesting addition to the Fayroll series. Within the virtual world, the ending of the initial ARC and the beginning of another. Within the real world, the MC experiences positional growth, relationship growth, and a deeper involvement with his corporate masters. Quests, though numerous, were a bit lame. More interesting were real world activities, including thoughts on men and women involved in relationships. The translation was good and typo's were minimal - thrown vs throne as an example. The difficult emotional context from Russian to English was mostly overcome, though there's still the occasional "angry feeling" out of context. All in all, a good read,

humorous at times, serious at others. Hopefully the next ARC expands our MC's role and plot involvement.

After devouring the first 3 books in this amazing series I couldn't wait to get my hands on the 4th installment. Boy, was it worth the wait. So many things happening and going on at the same time, and with major plot points coming to a close and more opening up it would be a good idea to reread the series before the 5th book is translated. Hagen is still the extremely resilient (as well as un/lucky) catalyst that we have come to know and adore. He makes more friends/contacts and picks up quite a few more shiny trinkets that we will certainly find out their importance and worth down the line. Thus story, has become an Epic that has become almost too fantastical even for LitRPG world. Mafia like clans, mercenary companies, Indiana Jones temples, Sieges, Coups and of course blood sacrifices. A lot of things happen in the book, great things and terrible things. I would reach for a cigarette as well whenever logging off if I were Hagen. I can't wait for the next book to come out in English.

It was worth the wait!. One of the best litrpg novels and series around. I can't wait for the next book!

It takes the entire book, but our hero completes his quest from the dryads. Political intrigue, clan politics, looming clan warfare, real world political and business shenanigans, this book has it all. Interesting to see where and how Hagen goes about completing his next set of quests and if he meets up with his NPC compatriots.

Liked the book my only complaint would be that it doesn't seem to go in the fights except that he uses wolf soul constantly. You don't hear of any other abilities hardly

Once again the author delivers an excellent story. Great writing, engaging characters and multi layered plot. Great book for all litrpg fans

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