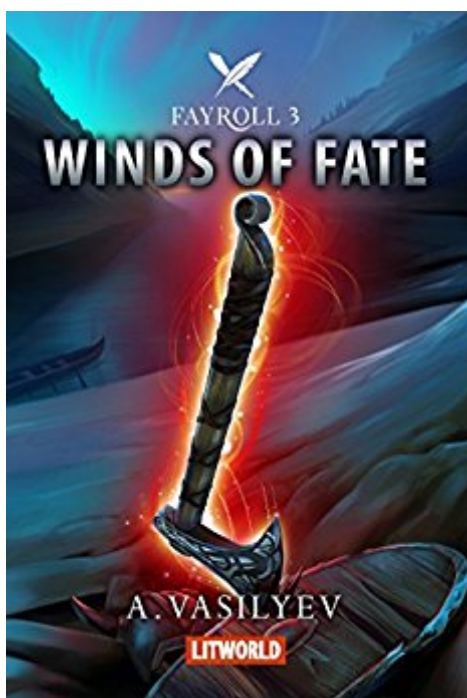


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Winds Of Fate: Epic LitRPG Adventure (Fayroll - Book 3)



Synopsis

Harry's back! The even more anticipated third book from the best-selling Fayroll series is here. With even more epic battles, difficult quests and even rarer items. Following on from *The Road East*, Harrington's work has been very well received and his new bosses are very happy with him. Seemingly everything is going well as he enjoys visiting Fayroll more and more and spending time with his new girlfriend Vika. But is everything as it seems and can things stay so positive from him? After a visit from his ex-girlfriend's brother and a meeting with Radion's Security, it seems the real world might be much more of a dangerous place for him than ever before. He will begin to question how deep he is in this whole project, but with support from his new girlfriend and his team working on *The Fayroll Times*, maybe everything will be fine? And this is just outside the game. In the game he joins *The Hounds* on a quest through the Northern Mountains to the North and through the mines filled with terrifying and deadly creatures to continue his quest to find the Dryad Sisters. But not before making even more in game enemies, meeting royalty and saving kidnapped princesses. *Cold Winds of Fate* continues the best-selling and ever popular Fayroll series with the author's great sense of humour, adventure and storytelling skills. This book carries on developing the Fayroll world and also further develops life in the real world. This story has an equally seductive balance between the real and virtual world where both smoothly complement each other. Vasiliyev is showing how much of a writer he is. Every Fayroll book gets better and better. His characters continue to develop and become more real to the reader. His attention to detail and cinematic descriptions have also developed giving the reader a captivating and entertaining read. *Cold Winds of Fate* is certainly a boundless mix of action, dialogue, humour and colourful descriptions. This book is yet another example of one of the best in the LitRPG genre. Fantasy lovers, gamers, and anyone who enjoys a good story will enjoy this book. Andrey Vasiliev started writing in his late thirties, because, by his own admission, "he ran out of things to read". However, after his first two books gained nearly instant critical acclaim, he had to give serious thought to giving up his banking career and went on to become one of the top authors in the relatively new, yet insanely popular, LitRPG genre that brings together cyberpunk, classic sci-fi, and fantasy. Fortunately for his readers, who had voted his debut novel *More Than a Game* the "Best Book of the Year 2014," he never looked back and continued working on his now-best-selling Fayroll series. Andrey maintains a blog, and participates in various multiple-author projects. He is also the author of *The Raven's Flock* and *The Arch* series, which will soon be available in English.

Book Information

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Customer Reviews

Ok. Right off the bat, the price is a little more than I normally pay for a novel. I usually shoot for about \$0.01/page and this is double that. For me, it's worth it but if you've read books 1 and 2 and weren't absolutely in love with the story, it may not be worth it for you. The story in book 3 starts right after the end of book 2. 1-4% is the real life clean up of the storyline with the materialistic ex-girlfriend that got dumped. Her brother and his friends beat up the main character (MC) Harrington and rob him of the cash bonus he just got. Payroll security eventually catches the guys and brings them to the MC for judgment. It also serves to show Harrington just how serious his new bosses at Payroll are about the game when the guys that mugged him are almost killed when Harrington makes a joke. By the 5% mark the MC is back in-game, as Hagen. With the exception of a few breaks and party scene, the story spends most of its time in-game. The in-game story almost feels like an extension of book 2. At the end of book 2, the MC arranged to join a group traveling through some haunted mountains

and that exactly where the in-game story for book 3 picks up. The MC and his group travel through the mountains get in a few hairy situations but ultimately make to the frozen north. Where Hagen goes on a series of reputation building quests to gain access to a rare secret quest chain and get the item he needs to free the dryad in the north. There's lots of good actions, interesting quest, and ultimately a huge mystery quest to rescue a princess and figure out how she was kidnapped. It's pretty entertaining. Score: 7 out of 10.

I truly can't figure out how I feel about this series, it's more than good enough but something about it also puts me off of it. I think it might have something to do with not really being able to pin down the main character's personality. I can't really relate to him since he seems to act emotionless jerk one moment for no reason treating everyone like children unless they are his bosses then the next he is a caring friend. It almost seems he is a better person in the game than he is in real life. Like I said it's a pretty good series I just am having trouble figuring out the main character

The story continues, within the game world and real life. The MC painfully sorts out real life issues, and travels north within the game. The cave route north is deadly, and northern clans less than welcoming. The MC proved to be a good detective, solving puzzles, and orchestrating the battlefield. Moderate pacing works within the book, though a bit erratic at times. The translation was good, with a minimum of phrases that didn't translate well into English. Looking forward to the next set of adventures.

A good book and a great series. Our hero is progressing well with his legendary quests and working his way through a chain quest for the local ruler. Life in the real world continues with its twists and turns under the overview of the people from Raidion. After finishing up in the north our hero leaves and is now heading south to find the final dryad.

I'm not sure if I like the game play or the deep IRL of a Russian newspaper man. The shock that the corporation bosses act the same as your typical Russian mobsters and knowing this was written by a Russian guy who is allowed to be stereotypical of his own culture was still causing a feeling of surprise and dismay. Wow they really are like that.

Can't wait for book 4. The whole series has been great. It's going to be a long wait for book 4. Lol

Great story & writing.

i panicked for a sec when i read the 4th will be here on the 15th today is 18th so i look forward to heading south ! also the fomor i felt was a lil rushed... yet pefrect to show variety in the hero

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