



Dual Wield

Michael-Scott Earle

Download now

Read Online →

Dual Wield

Michael-Scott Earle

Dual Wield Michael-Scott Earle

With Leo's commitment to Arnacript finalized, the champ announces his retirement to the world and prepares to work full-time on Ohlavar Quest. The challenges in the game world become steeper as Leo sets his eyes on the first of many artifacts, and he joins a dungeon exploration group in an effort to acquire the piece.

But forces in the real world don't want the champ to retire from Astafar Unlimited, and they will do whatever it takes to get him back.

Even if it means killing his parents.

Lion's Quest: Dual Wield is the second novel in New York Times and USA Today bestselling author Michael-Scott Earle's Lion's Quest epic fantasy saga.

Dual Wield Details

Date : Published February 27th 2017 by Amazon Digital Services

ISBN :

Author : Michael-Scott Earle

Format : Kindle Edition 828 pages

Genre : Fantasy, Science Fiction

 [Download Dual Wield ...pdf](#)

 [Read Online Dual Wield ...pdf](#)

Download and Read Free Online Dual Wield Michael-Scott Earle

From Reader Review Dual Wield for online ebook

Suprio says

3.5

Frances Law says

Ok, but not as good as book one.

OK! The quest continues for Leo. Our hero seems to be a touch naive even if he is playing a virtual reality game. The statistics that are given on the items that are found don't make any sense to me and I imagine that other non RPG players would feel the same. Leo's naive trust is necessary for the story but gets a bit annoying. The editing and proofing errors are an irritation too. One thing that worries me is, that if Leo has only recovered one artifact of fifteen and knows where a second is, how is he going to complete the quest in one more book? I think that this rates only three stars but is still a fun read. I particularly liked the Crypt adventure but could have gone for more of that action. Onward to book three!

Paul says

Excellent read.

Mr Earle is directly competing with "Ready Player 1" and he might be winning. Excellent transitions. In depth characters that you actually care about, both in the main world and in the game.

Travis says

A bit irritating calling everyone the man or the woman even when we know perfectly who said character is, and even when said character isn't actually a man at all, but otherwise it's a fun book, and it is quite enjoyable. This is no doubt at least partially due to the quality of the editing, since this book was mostly free of so many typos and grammar errors which are so prevalent in other books of this kind. I'm already reading the next one in the series.

Russell Gray says

This is a continuation of the previous story with a very minimal timeskip in between. The characters in this book are just as well rounded as the first and there continues to be a bit of intrigue that makes one wonder whether everything is as it seems.

This series has become one of my favorite in the genre and reads very easily. The prose has a much smoother

feel than many other offerings in the genre and lets you just absorb the story as you're reading rather than digging through clunky language to get after the story bits.

This is definitely still what I would call LitRPG lite in that it keeps the tables and stats to a minimum...so that may be more or less important to some people. Other than that, I would recommend this series to any reader that enjoys the genre.

Andy L says

Great series continues.

The excellent story of Leo Lennex, former world champ of an MMO that partakes of UFC physicality brings our hero to a nearby city as he seeks the in game relics for his mysterious patron.

Heath says

Good read.

The story continues. The story builds around you. More game play. More world and character building. Looking forward to the next book.

Curtis says

Excellent Expansion

The excellent story, characters, humor, action, editing, and plot return in book 2 and expand the mystery from there. These books do LitRPG right, by keeping the action and mystery going simultaneously in both worlds. It's also a fun ride because it's impossible to know where it's all going at this point. Maybe book three will offer some answers? In the meantime sit back and enjoy where this is going, because it's somewhere special.

Stanislas Sodonon says

Argh... he went and killed his own book.

God I'm so disappointed.

This is EXACTLY what an author writing out his wet dreams would look like.

I held on until the end, grinding my teeth through the cringe, but I think this is where I get off.

And it's a damn shame, because the STORY in itself had potential, even if very badly structured, and full of holes.

Sigh...

Lazybee says

Wow, totally weird name. It makes no connection to the story at all. I mean dual world makes more sense than dual wield.

Story was fast paced. The characters were entertaining and there were plenty of mysteries. I liked it.

Tweedledee says

Book overall was good. Would of given the it 5 stars, but feel that MC almost seemed to become less savvy in his game play and real world situations. Makes him seem younger and less mature than the first book made him out to be. Also there was not a lot of plot movement.

Pj says

I'm starting to see a pattern with these stories. The middle of the book is decent adventure into the world of virtual reality, and then the author throws all his goodwill and mood in the trash by introducing annoying elves that want to shag everything that walks and beats the reader over the head with them until they no longer want to finish the book.

Would have given it a higher rating if not for:

- Annoying sex distractions that have nothing to do with the plot, and awkward flirting
 - Stealing creatures and places straight out of the pages of D&D (Underdark, Beholders, evil Drow elves)
 - Constantly being *told* how awesome the world of the game is. It comes off as the author saying "I'm so amazing for coming up with this."
 - Predicable conflicts surrounding the half-orc character. There's no surprise when you can see the protagonist getting robbed a mile away, especially when it happens repeatedly.
 - Inconsistencies for example: "I'm not into bad girls." Ten or twenty minutes into the audio recording later "I'm really into bad girls." or "This item is a family heirloom found by this specific person at this time." and "This has been in my family in.... five or six generations." Do you know how long it's been in your family or not?
-

Jacob Lane says

In game Sections Quick n Dirty:

Good Stuff - The combat, banter between characters, and the general storyline and world building are fantastic.

Bad Stuff - Leo's inner monologue goes on and on and on at times, repeating the same descriptions and thoughts repeatedly for several minutes at a time, several times. It's very monotonous. Also, he is incredibly ignorant of gameplay and reacts very poorly for someone who is supposed to be a professional RPG gamer.

Real World Quick n Dirty:

Good Stuff - The misc. people around the facility are kind of interesting.

Bad Stuff - The "Romance" between Zane and Leo is cringe worthy at best, and the mystery is being handled rather heavy handedly. The parts of the book I had to consciously NOT skim were almost always the parts where he was out of the pod.

Still a good story, but has some big problems. Feels like the book needs to be better edited for content (not grammar). There are a TON of small problems that add up, but still good, as I said. 4 Stars. (3.5 if I could)

Chris Evans says

Michael-Scott Earle has a real talent for characters. Oh his world and story are both fun and engaging, but I've read a lot of stories where both those are true as well. No, what really sets these stories apart are the variety of unique, engaging, and multidimensional characters, both in and out of the game.

On top of the interesting world he's created (in and out of the game) the mystery from the first story is continued here, cryptic hints keep being dropped, and while I have suspicions about various things, I'm still left theorizing possible meanings, which I love. All and all, this is one of the best LitRPG's I've read, I can't wait for the next one.

Anne says

Summary for my Memory:

Book two of Leo the Lions quest for the 15 relics.

The phase is easy going, and Leo is still OP as an Elephant vs. anthill.

Everybody loves him, he is charming, handsome, and nice to everyone. also, boring.

He makes a new companion with a half-orc thief that swindles him twice, but is in the end forgiven.

He gets the relic from a baron and sets sail towards rumors of the next one.

The fishyness of Zaras purple eyes increse, but no answers surface more than his bodyguard suspects .."fishyness".
