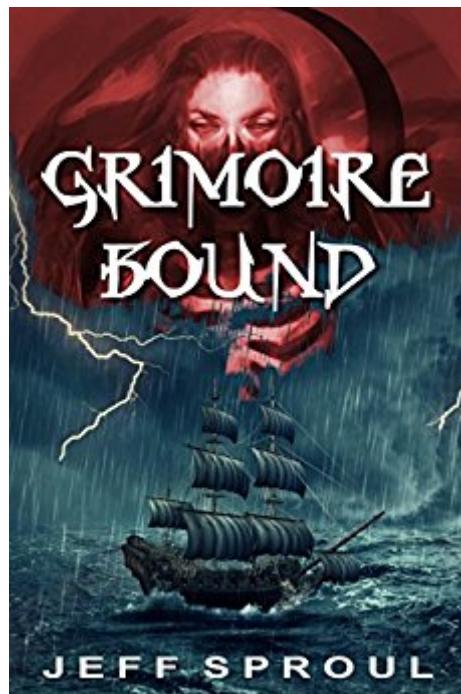


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Grimoire Bound



Synopsis

Chaxin awakes in a world completely unfamiliar to him. His memories are clouded, except for images of glass and metal. He quickly finds that he's not alone in this new realm. There are others who all arrived just as he did. In this strange world, people are driven by survival against forces that have little interest in continued human existence. But through the use of special tomes known as 'grimoires,' people are able to enhance themselves to increase their abilities and 'life properties,' giving them a fighting chance against the monsters that surround them. Without a chance to acclimate himself, Chaxin is thrown into a bloody confrontation with monsters born of nightmares. He soon realizes that one false step could mean his death. But death isn't the worst that the Graymos has to offer. Can he survive in such an unforgiving world? If not, more than just his life could be at stake. Grimoire Bound is a LitRPG-Lite novel, inspired by Dark Souls, Lovecraft and Grimgar of Fantasy and Ash.

Book Information

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Customer Reviews

So definitely not your happy-go-lucky take on the world based off games. From start to stop this is a darker take on the genre where people die...alot...and you never quite know if you will make it. Definitely like the horror-survival take and the monsters seriously freaked me out at times, especially towards the end. The author does a great job of building suspense and the narrative descriptions definitely reinforce the dark vibe. Looking forward to see where this goes in the next book.

Most of the book was the setup with the MC as a noobish lowbie -- it is not a stand-alone adventure worth reading for itself. I recommend waiting until more books come out in the series and checking out their reviews.

An excellent novel that was a mix of action, horror, and a new world full of mystery. The ending was unexpected and left me eagerly wanting for the next one to continue the story. It was different from most other LitRPGs out there and for that it was most enjoyable.

Interesting , blend of litrpg and HPL

Good entry in the litrpg genre. The story starts slow even though there are plenty of action scenes. Some twists. Only thing, which is common in the genre is the lack of agency for the protagonist. I expect this will change in the second book.

I mostly found this book to be frustrating. It seems like it should be interesting, but the setting is bland with hints of mystery that is never revealed and a protagonist who is a clueless tagalong for the entire book. Nothing is really explained until the very last chapter, which still explains almost nothing and raises more questions. The ending is really unsatisfying as the book abruptly ends at the point where we might actually learn something and the mc might stop being useless. It feels like the book ended at what would have been the halfway point in a much better book.

Dark, steadily-paced, and well done. Chaxin, the main character of the story, is dumped into an intense world filled with monsters and constant threats. The pages turned themselves for the most part as I followed along rooting for his survival. From the LitRPG perspective of this novel, it does restrain from a lot of the leveling aspects, leaving it to a more "need-to-know" basis. I think that this opens up the genre to allow people who aren't so heavily following the numbers and stats of the MC to really sit back and take in the adventure and what is going on in the world they are experiencing.

However, what really brings out the LitRPG elements in this story is how normalized a lot of these things are in the world itself. I can't get into it without too many spoilers but it's a really interesting read and I would definitely recommend.

The novel drops you into what first appears to be a fantasy world with the main character naked and without memory on a stone altar. He makes his way to shore, only to be attacked by a mereman. Our unnamed main character is rescued by some guards that happen to be nearby and he's taken to the nearby city. There our MC remembers his name, Chaxin, and we get our first glimpses into the RPG game aspects of this world as it's revealed to him that there are things like health, mana, stats, and special magical effects and spells in the world. After that, it's really a series of battles and scene changes that take the main character to different places in this world. There are some really odd changes in the story which I won't spoil but at one point the main character even jumps ahead in time some ten years. Then there's a revelation that the entire world the main character had come to know changed and there are several weird plots involving nameless gods, time magic, and mimics. It's not really until the very end that things even start to tie together. While I won't spoil the twist ending, it was a surprise I should have seen coming. As far as the LitRPG aspects of the story, they're pretty minimal. The mechanics of level, health, stats, status effects are only accessible through artifacts called Grimoires that are rare enough to be available one per town or community. So to access that information the main character has to visit the center of town to use the item. This puts those game mechanics into the background for most of the story and it's not really until the story is almost 70% done that the main character even trains his stats. Up until they're really relegated to an informational level. However, this doesn't mean the story isn't LitRPG. The narrator weaves the character sheet stuff into the very culture of the world, creating things like taboos about sharing stat information with others and a magic system that can temporarily boost those stats and make a person more effective in combat. One of the major flaws in the game mechanics in the story is that it references health, magic, and stamina in terms of percentages. Which is fine during combat. Ie: The hit takes 25% of my health. However, on the actual character sheet, it's just annoying and unhelpful to see the same information in terms of percentages. After all, percentages are only meaningful when they're tied to actual numbers. That the MC's character sheet says his health is 65% doesn't really mean anything unless you first tell me what it should be at 100%. Overall, this is a good story if you can stick around till the end. It has some flaws. A lot of the events in the story won't make sense

until the end. Some of the battles seem like random monster encounters without the setup of it or explanation that it's the case. The main character seems like he's only following other people around until the last 25% of the novel. Still, the ending was interesting enough to make me glad I stuck around. Score: 6 out of 10.

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