



## The Sparrow

*Edward Brody*

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## **The Sparrow** Edward Brody

After accepting the fact that he will never know his old reality again, Gunnar looks forward toward building a new life inside Eden's Gate.

It's time to form a guild, gather resources, and earn the acceptance of the Edgewood inhabitants.

If only things were that easy...

The dark elves aren't thrilled about having humans in Edgewood, the mine isn't vacant, and you can't form a guild without at least a few guild mates.

Will Gunnar pursue Adelee? Is Rachel still out there somewhere? And who is Jax exactly? Could he really be a Sparrow?

## **The Sparrow Details**

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Author : Edward Brody

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## From Reader Review The Sparrow for online ebook

### Atlas says

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**4 / 5**

#### ~mini review~

The Sparrow is a fun little continuation of Eden's Gate: The Reborn. Now Gunnar Long is in Eden's Gate to stay, he has to figure out what exactly to do with his whole new virtual life! This includes stopping some big ol' war, the introduction of the dark elves, and Gunnar's quest to found a guild and find a family. Still not a big fan of his lusting after the elf princess, considering he only last saw his girlfriend a week ago!

**Read my proper reviews over at my blog: <http://atlasrisingbooks.wordpress.com>**

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### Michael w Hall says

#### A fun ride

Gunnar Long is what a typical male mom rpg player would be in real life. Shy, self reflecting and marginally ambitious. I feel he can connect to a lot of readers, largely because he isn't some bad ass or super hero. He's just a regular guy learning to cope with his new surroundings and lifestyle. The supporting characters help move along the story and don't just become afterthoughts. I would like to see more action but that's because I love blood and guts. All in all, I recommend the read.

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### Bobby Nichols says

#### Enjoyable

Fully finished characters, an interesting storyline, and enough twists and turns to keep you reading -- its definitely a good book. Enjoyable, light, fun. Just what I wanted.

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### Sonic Alpha says

oooOOOooo, that ending!

1 star knocked off the score due to minor spelling/grammer issues that should have been caught during editing.

Also, the issue with the character stats is really annoying. Tiny images do not display properly on a standard Kindle screen. The information contained in those, really should be typed out in the same way as item

descriptions and monster stats, so they're legible to the reader.

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### **Mike (the Paladin) says**

Well, things have not gone as planned. Our heroes are facing forming a Guild and of course there's the problem of finding Jax...I mean she's probably somewhere, in the world. Of course this is a very large world.

And then there's the problem of who is and who isn't a Sparrow...and who's trying to kill our hero.

Okay so I read this a while back, I finished it a while back and now the next is out! So I need to get back to reading the books I have started so I can get back to this series.

Enjoy.

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### **Hamda says**

#### **Sorry, your princess is in another Castle**

With the world and it's rules established in book, the series picks up with the RPG elements from mini-games to quests.

I think this one is a bit better then book 1 actually, it keeps everything simple and direct but never boring, also the characters are colourful so you get invested in them.

I'm not sure I liked the "I'm on a quest to find my girlfriend" part of it though, it does take a backseat to everything else which is why every time the MC muses on it and his love of Rachael.... in comparison to not one but TWO elven women, it just feels forced.

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### **James Reid says**

#### **Fun**

I had so much fun reading both books. Being a gamer myself for many years it brought memories and it really felt like I was inside the game! Loved all the characters and how Gunnar doesn't do the right thing always. Can't wait to see what he does when he learns what Ray Ray (Rachel) is up to. That was a good twist and a good end of book 2. When will book 3 be out? Hopefully soon!

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### **Steven Naylor says**

Rating 3.5 stars

Another Lit RPG book. I do like the genre. I had just finished reading The Land: Predators which I thought was a much better book, and the narrator of the audiobook was awesome! This book is okay. Since I like the genre it would take a lot for me not to like this book. If you are into LitRPG, I would give this one a chance. If you aren't, this probably isn't the book that will get you into the genre. It is somewhat basic. Book 2 in the series is just a continuation of Gunnars story. He is trying to level, trying to build a guild, and still learning how this world works. There weren't many plot twists but we do find out more about Jax and the sparrows. Everything else is just about living in the world. While not the best LitRPG book I have read, I still liked it and have already started the next book in the series.

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### **Sean says**

Quick read, Inwas done in a few hours. Gunnar the main character is likeable and mildly flawed. The over arc about the VR mmporg that Gunnar is trapped in is entertaining and does not interfere with Gunnar's tale. Gunnar is a twenty something grocery clerk from L.A. who finds himself trapped in Virtual fantasy game world after everyone who logged in on launch day is killed by the hardware as the games creator sends a kill code to everyone's earth bound bodies. The new arrivals to "Edens Gate" find that their ills have been cured, their deformities repaired, and their old age regressed. These "reborn" must now find their way through a world 10 times the size of earth. Whether they are good, evil, or neutral will be laid out throughout the story.

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### **Adam Royer says**

#### **well written but no spark**

The series is well written but I found myself 3/4 of the way through the book and still waiting for the big problem to arise. I like this series compared to others, but it feels like there's no risks for Gunnar. Ed just needs to turn the dial up a notch. Since he loves games; this book feels like candy crush versus warcraft. Still enjoyable but lacking the risks.

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### **Brandt Anderson says**

Good follow up to the first one. Still not a fan of the main character but the mythology of this world that the author created is great. Everything happens quickly, so it would be nice in the future if things were more drawn out. We are in Book 2 and only 2-3 weeks have passed since the start of Book 1. It would also be interesting to get some POV's from other characters to gain more information. There is a lot of room in this series. Given how large the world is, the author can easily make this into a 10+ book series.

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### **Elle says**

#### **Where's this all going?**

Interesting second book, nicely set up if bitty storyline. The focus being on setting up the guild more than anything. It will be interesting to see what happens next, the earth events were expected but add depth to

where things are heading.

I lost a bit of interest with the Sparrow set up as it could of been interesting but seemed a bit rushed ...maybe more will happen with Max later, I would expect so. Otherwise the Npc characters are all more interesting than the other players so far.

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### **Locus says**

A nice continuation of Book 1. Quite a few things happen, but what I felt was missing is Gunnar's development between the main adventures.

It made the pace of the book feel rushed, like the main character was rushing from place to place.

If he stopped to grind some XP, explore an area, level up a few times, develop his housing, improve on his skills, etc, between each adventure event, it would have made for a more natural (and more enjoyable) feel to the book. It would also give a bigger feeling of progression.

Even his money problems would have disappeared if he spent a few weeks doing quests and looting mobs.

On the technical front, there are maybe a dozen grammar mistakes, most of which seemed to be using an adjective when an adverb should be used, but nothing that would make the reading irritating.

Overall it is an enjoyable book and I will definitely read the next one.

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### **Gregory Fontanna says**

#### **Hire an editor.**

Its a good book. My problem with it is the shear number of errors. Pay some English teacher a few bucks to proof read it; before you publish your next book. OTHERWISE, fun and imaginative.

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### **Douglas Debner says**

This is an okay read, in particular the author did a good job with his main story line. Twisty enough to stay interesting, not so twisty that he couldn't fit it all in one book.

I tend to dwell on the negatives because that's what I want to consider when looking at rereading a book and I really write my reviews for my future self.

**Main Story Line:** All story lines are predictable if you just wait long enough. Here [SPOILER] the MC (Gunnar) tracks down his wayward friend (Jax) who has join a criminal organization. A fight ensues.

Immediately it is clear the Gunnar isn't going to die because, even though he would re-spawn, the Gunnar's death would mean the perma-death of an important NPC character. So it is clear that Jax is up to something but instead of just having Jax make his move during the fight the author feels the need to have the full fight and even a little bit of a post-fight scene before Jax kills the criminal he is attempting to fool and comes back to the good guys. Stupid, the criminal would have been more distracted during the fight, so easier to kill, and by waiting so long Jax risked the death of his "sister" (the NPC).

Secondary Story Line: Stupid. A group of hackers break into Eden's Gate in 3 weeks when the author has told us (in book 1) that all the world's governments couldn't do such a thing in a life time. Plus the author apparently is completely at a loss to explain this discrepancy since he can't even be bothered to put a throwaway explanation like "its a good thing the government believed the hype and never even tried this because they would have gotten in in a week".

Main Character: The author did a better job in the first book with his main character. There the main character was pretty quick on the up take, being new in Eden's Gate. Here the author can't go a page without the MC having some stupid internal debate. The example I settled on is Gunnar is in a fight and the elven princes tells him to use his fire magic. We are then treated to Gunnar's internal debate about whether to use fire wall or fire ball only for him to use them both. Such prose is just a stupid waste of time that undermines the MC and is frankly the worst part of this book.

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