



Nascent

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Atherleah Carroll grew up in a negative-tax family in the gang-controlled suburbs of Brisbane at the end of the twenty-first century. From the age of six, she decided that she wanted more and with the help of her local gang-leader she learned the skills to escape the relentless pressure to mediocrity. On her sixteenth birthday, she was inadvertently implanted with a Neural Enhancement Chip instead of the free Government provided basic level personal AI. This mistake not only removed the limits placed on the AI but also broke some of the Government instigated control parameters. Leah's life rapidly becomes a battle, both in the virtual-multiverse and in real life.

On the Stork Tower by Wáng Zhǎhuàn

Along the mountains sink the last rays of sun,

Towards the sea, the Yellow River does forward go.

If you would fain command a thousand miles in view,

To a higher storey, you are expected to go.

Nascent Details

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From Reader Review Nascent for online ebook

Lee says

As of Nov 10, 2017, I have read both books and eagerly await the third. I have read quite a few litrpg and I have to say that for me this is the best I have read, and I don't say that lightly. In some ways it reminds me of The Trapped Mind Project (Emerilia Book 1) series by Michael Chatfield. It isn't similar, just reminds me.

The two books as of this writing of this review, Nascent (The Stork Tower Book 1) and Odyssey (The Stork Tower Book 2), were not only a joy to read, combining real life and two major game worlds, but also deeply affected me personally by the reflections of Leah, the MC, in what she says in her diary. I will definitely be re-reading the books to think more on what was presented.

I appreciate a good story but more than that I appreciate a good story that helps me to grow as a person. These two books have done that for me.

There are editing errors in both books but imo do not warrant a loss of a star.

NOTE TO Tony Corden: Please set up your author page with profile and picture. This fan would like to know more about you :)

Ibrinar says

I will just write about the first three books together. The first is quite good and I recommend it among litrpgs it does stand out, the next two are still decent (honestly they are retroactively driving my impression of the first down). The MC is likeable and interesting enough, and I am fond of AI companions. Some good fight writing too imo, more so in the first book before she gets a bit too imba. And the books mostly know not to dwell on uninteresting parts. (Also not to over do it with printing every single ingame notification like some litrpgs do, there are still plenty though.) Now as with many litrpgs it reminds me not so much of someone playing an MMO but of someone playing a table top version of an MMO with an DM/GM with sever monty haul tendencies. 90% of her game time is spent on one quest or another where she was the very first person to discover it and she gets loads of loot for it (and that is from the first levels the loot doesn't seem to have much scaling with levels just look what she got before even reaching level 10 that stuff should not be handed to a new player), and it gets glaringly obvious when translated to real world money because the amount of real cash she makes in a month from a game is plain absurd who is exchanging all that cash for virtual currency? And this series has the same problem other litrpgs going this route have, making her special has limits and if you do it the wrong way the rest of the gamers just seem to carry an idiot ball. Like in book three where she solves some time limited quest on her first try and is the first to succeed. Thing is the quest is well known and people can try several times, she did nothing that nobody would have tried over the time, yes the average gamer is not all that great at solving such things but the best ones are and can be supremely persistent. For that matter she gets many thing by talking with enemy and while many players wouldn't you know there would be some playing diplomancer style in a setting where you can't just make bets with dungeon bosses but outright convince them to ally with you under the right circumstance. It suffers a bit from trying to make her special instead of just talented and determined.

But damn I would like to play the game.

Edit: Looked ahead a bit in book four (even if I won't read it properly at this time) what she gets in that book is just going too far you should have to plot specifically for something like that. That is the problem, she is a skilled fighter and smart so being successful is fine but getting as much as she does needs more justification to not feel like the world just hands her stuff, it needs long term planning instead of just somehow ending up there. And I am starting to like the MC less. I think it will be a while before I read book 4 probably, gotten tired of the series.

Fate's Lady says

Leah comes from a very poor community, and at age 16 is able to get a basic AI chip implant to join virtual society. Lucky for her, a series of minor mishaps leads to her reviving a much more capable AI than the one she was supposed to get. It's partially through the AI's guidance and advice and partially due to her conscientiousness that almost as soon as she logs into a virtual game to earn an income, she begins to discover quests long hidden and map areas that have gone unexplored. Balanced with virtual university, Leah begins to build a solid reputation and make friends in her new environment. This is probably the best LitRPG I've read and I'm looking forward to continuing. Excellent story, solid and relatable main character, and a fun fantasy world to explore PLUS an interesting real life to return to.

Damien King-acevedo says

I want to like it.

The premise is interesting and the story well written and paced, but there's very little character development, people do very dumb things with no explanations, and the world itself makes no sense.

Potentially spoilerish examples:

The MC gets a spell that summons a giant spider monster minion, she doesn't even bother to learn it and no explanation of why is given, considering the situation, she obviously isn't afraid of spiders. She never uses the clone spell she got, and Wisp never uses the Clone earrings, and just about every monster drops a ton of amazingly useful stuff that never gets used. The MC gets a one of a kind book of herbs and potions and she NEVER makes a potion or picks a plant after she gets the book, I can't list them all.

What kind of economy lets you pay for school for an entire semester for the prize money given from winning a single video game boss fight. How does the company that makes this game stay in business by giving away all its money? Pay a forty credit fee and get thousands of credits every week you play, where does the money come from?

I really want to like this book, but I am not good at ignoring obvious inconsistencies. I'm about a quarter into the second book, and it's more of the same for good or ill.

Arrcraft says

I have read over 200 litrpg books. This book had a lot of promise, but the main character was given too much

too soon. I generally like main characters who are overpowered, but this just felt like she was given everything. She was poor her entire life, and within hours of logging in to a game low level, she now has plenty of money and just gets more and more.

I generally rate books this way:

5 stars - Can't wait to read the next book

4 stars - It was good, I might get around to finishing the series eventually

3 stars - It had parts that were ok, but I will most likely never read another book in the series

2 stars - Boring and dumb with almost no redeeming features. Usually quit the book.

1 star - So bad it offends me

Talor Dauna says

Enthralled

There are things I love and dislike about this book. The whole concept of a futuristic society that stays jacked in almost constantly sounds somewhat familiar. I'm sure there are some who would love that.

The obvious misspellings annoyed me along with the grammar problems. I'm used to seeing these in translated light novels but I don't pay for those.

Still, the story was well worth it, although I find myself disappointed that Leah isn't learning how to code. With such a sci-fi background she's learning how to use bows & swords. Ha.

Rhodri Jones says

Honestly one of the BEST LitRPG books I have read.

Few typos, which is uncommon in this new genre. Great character development, good story. The first 10% is in real life and only just gets into the game at that point. However, instead of taking away from the gaming side of things it just adds further to character development and shows how the real world affects the game. Instantly bought the second book.

Zachary Schillinger says

Two different stories.

The story outside of virtual reality is an interesting view of technological societys potential. The story inside the primary virtual world is repetitive with no significant challenges to the character. Its primary effect on the story is to give the main character limitless money. It does contain many tropes of the litrpg genre but would benefit by cutting the repetetive underdescribed fight scenes and ridiculous amount of loot. I would recommend this book however I will not be continuing the series as I expect more of the same.

Layne says

Unbelievably interesting, a real fun read. I'm just not a gamer.

Having never played any kind of computer games other than Chess, Sudoku, and card games, I had a hard time with all the point stuff. I also had problems trying to remember all the Spells, weapons, options etc..

If this were a regular Fantasy novel with a set # of abilities and without all the numbers and used the quests as adventures I would have loved it even more. I think Gamers would really like this. Since I love the characters I plan on finishing the series. But will not get any more of these kinds of books. As it causes confusion trying to remember all the stuff. Again Loved the story and Characters.

Loncey Jerry says

Mixing sci-fi and fand fantasy is something I never expected to work this well.

Leah grew up in a kinda neighborhood which also makes for excellent survival skills in her case. She worked for the local boss on the side while also gaining valuable skills. Finally she was determined to make it in life so she also focused on her education even to self teaching herself beyond the normal level. When she got her chip for an AI so as to further her education, she was advised by her boss to play virtual games so as to make money for herself.

And that's where the fantasy comes in. First of all all, her chip had a few extra advantages that made for very interesting modifications to her biology and the sentience of her AI(which was supposed to be pretty low level)- she also helped this along by giving the AI freedom that others hadn't thought of. When she entered the game world, her home training (her parents being Christians) made her exceptional immediately, advancing in virtual days what took others v-weeks or months. She also caught the attention of very bad people when she saw the atrocities that the virtual world was being used to inflict on the poor and unsuspecting. She made it her personal mission to free those who have fallen into the trap that she was saved from. All in all, she became rich in days through very good playing, caught the attention of very powerful people and raised hell.

Psychoticsoul says

This is a good book with 1 particular glaring fault that, while endemic to the genre, is rather more pronounced in this particular work.

That issue being litrpg's problem of an MC getting access to secret dungeons/quests/etc far too easily. I recognize it is necessary at times to combat the pacing issues the genre has (realistic grinding is boring after all), but there is a limit. The first secret dungeon the MC runs into is perfectly plausible.... The 2nd and 3rd, however, require far too much suspension of disbelief. That no one in so many years of Dunyanin's existence would trace ants to an anthill, that isn't particularly hidden and is largely in the open (Note that after the achievement notice - players found this place easily, unlike the first dungeon), particularly when Geng pulled records of many similar anthill dungeons, is simply not believable. Neither is the nonsense that not a single player prior would have investigated the Oxen attack that let to the 3rd hidden dunegon.

That said, again, the book is overall good. The main character is intelligent, which is always a plus if only to avoid carrying the idiot ball around, and her past work for Jimmy Loo indicates she is at least sometimes willing to do what is necessary. The development of her AI is similar to that of the one in Cosimo Yap's The Gam3 series, with the same benefits for the story.

Shane says

Loved it

This was a pleasant surprise. I would have read all night but I had that work thing to do. 4 hrs of sleep is enough...right?

The only issue I had, doesn't make me knock a star off, is the MCs uncanny leveling and over powering items. It's game breaking and most programmers would've patched it. But she continues to excel and level like a maniac. This, of course, latches onto my gamer desires and wished other games ran this way too.

I would also like to know more about the other characters.

Overall, fun read.

Jacob says

I liked the story outside of the "game" much more than other litRPG series I've read. It really could have benefited from even a single editing pass. There were many grammatical and simple typos. The AI implant being capable of gaining its own sentience is a great idea and I hope this is explored much more in the coming books.

Eaglestorm says

Another self published book that needs a really good editor.

I love the story, the main character and the world of the book and had trouble putting the book down but there are significant issues with the editing and the plot.

This book needs a significant rewrite to get the book to a four or five star to improve the plot. Nothing really happens in the book and the ending is a bit bland and random.

The rating of this book would have you believe it's on par with books from authors like Raymond E Fiets or Terry Brooks but it's not. The sad fact is that it probably could be but is never going to get there self publishing on Amazon.

Naomi says

Thoroughly enjoyable.

Several annoying misspellings and other various typos.

The ending wasn't a cliff exactly... well, maybe a cliff exactly, but I felt no urgency due to plot armor.

But like I said, thoroughly enjoyable, so on to book 2!
