



Dante's Immortality: Beginnings

Antonio Terzini , Richard Sashigane (Illustrator) , Dalton Lynne (Editor)

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For those who reside in the outer regions of Aleria, the day of bestowal is what determines their destiny.

It is the holy day of the Goddess. The day that allows those of age to step forward and receive her blessing, to embark on the path that she has chosen for them. To receive their Classification, which dictates their strength and ability. For those people, the holy day of bestowal represents fate itself.

For Dante, it represents salvation.

Years have past since he found himself abandoned without memories. Years of hunger, ostracization, and solitude on the streets of Alazel without any hope of reprieve. Of entrapment at the hands of the creatures that roamed the wilds beyond the city walls that made leaving impossible.

Now, there is a chance for everything to change.

In a cruel world where power could be gained through slaughter, strength meant everything. For Dante, that meant that the last his hopes lay in the Goddess' blessing. A combat Classification would be a lifeline, a way for him to escape the hell he had been living in. Anything else would only mean death.

This is a fantasy story that is heavily influence by LitRPG elements, which include: classes, status screens, skills, leveling, and a form of experience gain among other things.

Dante's Immortality: Beginnings Details

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Download and Read Free Online Dante's Immortality: Beginnings Antonio Terzini , Richard Sashigane (Illustrator) , Dalton Lynne (Editor)

From Reader Review Dante's Immortality: Beginnings for online ebook

Pj says

This is a good book, that kept me listening to the audio version far later than I should have stayed awake. The writing is solid, and all around impressive for a debut novel. If you like Fantasy or LitRPG you won't regret your purchase of this title. I'd recommend it most for fantasy readers who have some experience with RPGs. I will certainly read the sequel if one is written.

I would have given it 5 stars except for 2 glaring plot holes.

#1 - It reads like a fantasy novel with game elements imposed on it. I get that that's what most LitRPGs are, but there's literally no explanation for why people level up, have skills, and attribute points to spend. Usually in LitRPG there's a foundation of "We're playing a game, and this is your life now." or "You've been kidnapped by an evil overlord with a fondness for RPGs and has warped your perception of the world to resemble one." Is this a game or not? Why not just make it a fantasy novel where characters are imbued with branches of magic (classes) and advance their abilities via practice and experimentation?

The characters certainly don't act like they are playing a game - they're afraid of death, grieve for friends who have fallen, and there don't appear to be any respawns. Dante doesn't seem to have any memories outside of living in the world we're introduced to and yet... Every so often people stop to spend points based on their experience to level up their skills. Where is this coming from? We are often told that the protagonist is selecting tabs, and using some kind of interface, but we're never told how he interacts with it. Does he have a little tablet like an iPad? Is it an illusory manifestation that hangs in the air like laser light? Does he close his eyes, and just picture this in his mind? I have no idea because it's never described.

A lot of times we hear about instances where people are decapitated or cut in half, but there's a distinct lack of description of gore. No blood spatters, no entrails spilling all over the place that someone will have to clean up (in the case of the arena). I can't tell if this is because they weren't there (as with most video games), or because the author didn't want to describe them. Sometimes people are killed with painful ease (again, the same as in a game), but I've also read fantasy novels that weren't LitRPGs where people die with very small effort made by the protagonist.

#2 - The author goes to great lengths to detail how Dante's glove absorbs his enemies' classifications after every fight. At first it seemed like this was going to be a story of an OP protagonist that has an artifact that allows him access to every class in the game, but that's not the case. Someone dies, the glove "absorbs the classification" then... what? Nothing. There doesn't seem to be any point. He doesn't seem to gain any benefits from doing this, so I'm not sure why there's so much time devoted to explaining that stuff's being absorbed.

I also kinda wish that the title had more to do with the story. Yes the story is about Dante, but the concept of immortality doesn't even enter the story.

GaiusPrimus says

I really haven't had much time to leave reviews lately, but wanted to make sure I did for this book.

I'm always fascinated with the stories in this genre where the game aspects are part of a world. It's a fine line to walk between the ridiculous and the believable but I think the author did a great job on this book.

There are some issues with character development, especially as Dante gets involved in the "broader world" where he has drastically different reactions to things, which leads me to believe there's a certain level of plot directive happening here, but overall it's a minor problem. Right now.

I did go to where the author is posting the story online and read a few chapters and this becomes a major concern in that section that will become book 2. Enough that I stopped reading and will just wait for the final edited copy.

I wonder where things will go from here.

Elusive says

OMFG This book has to be the #1 best book I have listened to this year it was just amazing, jaw-dropping, edge-gripping. I could hardly put it away. This is a heartbreak story with so much emotion. Coupled with great world building and mind blowing action scenes. The characters are real and you really connect with them on another level. The amount of world building and character growth in this book is just perfection. The plot is great and very well paced. I WANT THE NEXT BOOK NOW!!!! I CAN'T WAIT!!!! DON'T DO THIS TO ME!!!! Btw no cliffhanger at least I don't count it as one. BUT I THINK I MIGHT DIE IF I DON'T GET MORE DANTE!!!!!! Not really a spoiler seeing as you find this out at the start of the book. But I'll say stop reading here if you don't want to know anything about the MC at the start.

when I say emotional Imagine this. no one has ever loved you as far as you can remember, everyone hates you because of how you look and you are only a kid. People regularly beat and mistreat you. You have to search the garbage to survive.

Wolkenfels says

I think this is the first litrpg book that i really recommend.

I like the main character that is not just a good guy but has his flaws.

I like that half the characters are female - and they are not the weak but often the strongest characters around. I like the politics and intrigues in the background, the bigger arc that settles and where the MC is just a pawn on the board.

Every character has an agenda, but often is restricted to act because he is bound by loyalty, family or just debt.

I have a hard time to decide whom to trust - and i think that is a good thing to say about characters. Definitely waiting for book two!

DJay says

If you want to read a LitRPG that has more plot than Kim Kardashian has booty. This is the book for you. This book is the tale of a wayward man who goes from having nothing to being front and center in a plethora of devious noble plots. The MC is in WAY over his head about what's going on and is simply trying to figure out one thing. What the f***k is going on. Between not knowing who his parents are and why he was given the option to choose his classification, he's met with intrigue at every stop. The book is well done and is a wonderful read. I'm looking forward to seeing more of the MC in the next book. The only thing that I would have to say is that a lot of the characters aren't fleshed out. The story here tends to be more plot based than actually invested in the people. This doesn't detract from the story because you really don't care that much about the people, but more about what's going on. It's like hearing one of your friends tell you a story about what happened at work. You might not really care about the people, but you're interested in seeing how the story goes. This is a lot like that. That's not to say that the character have no depth, I'm just saying that they don't have a lot. Especially with the rate at which people die in this book, there might not be a lot of reason to flesh them out. I mean people live longer in Game of Thrones than they do in this book. It's still a must read. You will enjoy this!

Adam Shook says

An absolute page turner.

Good blend of game and world building and rather than a cliff hanger like is all too common for book ends in the genre it instead leaves off on a teaser making you want more

Aaron Nagy says

Ohh god where do I even start.

So this book is not written well, has pacing issues, and arc transition issues. But despite this I still sprinted through this in a few days after dropping or sliding off book after book lately why was this.

Okay so this has some of the lit-rpg/isekai fare of vomiting stats all over the place and levels and skills, I have to say it's actually done better than average and it was smart dramatically limiting the number of skills each character could have and despite the author at the start clearly having zero idea of how actual combat would work with these abilities based off a few clues, he did a good job of leaving most of it up the imagination and just instead focusing on the outplaying of abilities or outwitting rather than blow for blow combat, which can ruin many a new author, this kept the action surprisingly good when it did occur and boy did it ever. Ohh and while this had lit-rpg/isekai stat stuff it wasn't an MMO or a portal fantasy nope it's just a fantasy world and the character is in it.

The other big thing it took from was the Chinese's novel scene complete and total disregard for life. This isn't just the main character in fact he seems about average if not slightly more adverse than everyone else is to just murder all your problems away, this results in a good number of quality scenes and like I said it's murder

your problems away not murder because murder is good and fun, much like the chinese novels there normally has to be some reason for characters to kill. Speaking of murder happy story it's done a good job of mixing up killing off characters and having them live which has kept me on my toes and unsure of who is going to live and who will die.

Overall I really enjoyed this but I only recommend it to people who think that edgy stat heavy fantasy sounds fun.

Stephen says

Excellent first book! Spoiler free Review

I was pleasantly surprised by this book. I hadn't seen it referenced on Reddit or any other LitRPG websites and bought it on a whim. Needless to say I am happy with my purchase.

I don't want to spoil anything about the book so I will only say a few things. It is not a book about being reborn into another world or trapped in a game, there are no harems, but there are classes and an RPG status screen element. The world mechanics are well done and thought out. If you want to know more you should read the book.

Jonathan Jeffrey says

More please, and soon

Outcast Dante, shunned and abused after being abandoned at an early age comes into great potential power with matching risk. Everyone he meets wants something and he has to fend off danger at every turn.

Ethan Salzman says

Great read

This book is a great read, unlike a lot of litrpg that flood kindle these days it doesn't have gratuitous sexualization and situations that don't affect the story. The elements are there but more as a background and not excessive. The story telling is excellent along with the integration of the mechanics. I look forward to the next book.

Alex says

This book is just okay. The pacing is good but the characters are lacking and the worldbuilding is just bad.

The biggest problem is how psychotic the whole society is but the darkness isn't really framed that way in the story. I don't see how a functioning society could tolerate the levels of needless bloodshed, especially

when people with powerful classifications are rare and require the investment of precious resources to grow.

The characters outside of Dante tend to have minimal roles or be flat. Kayla and Mia are the two exceptions but they both get discarded for weak story reasons. Dante himself isn't that interesting and he doesn't really reflect the damage his childhood and pariah status would have caused.

If you really suspend your disbelief and don't mind unexplained reasons for OP protagonists, it's still worth a read.

Shannon Wolf says

Killer storyline

Really enjoyed this book. Fine writing, very well edited with a compelling storyline, likable characters and interesting antagonists. I really like how the MC is trying to be subtle, but he is so far over his head luck is playing a bigger role in his action than anything he is consciously doing. Well written indeed. Really looking forward to the next book in the series.

Nealis says

This is such a great book and surprise. When I saw the cover of a blood drenched hero and LITRPG tag I had low expectations, but the reviews of this book being a page turner is more than apt.

I wouldn't really call this a LITRPG, though it has LITRPG elements, but more of a traditional fantasy book. Instead of the usual elaborate magic systems in traditional fantasy, the LITRPG mechanics are used instead. Just imagine world a harsh fantasy world with real people and how a magic system with RPG elements would warp such a world.

Really look forward to this series, can't recommended it enough.

Isaac says

This one is surprisingly decent-ish good, sorta. The only bad part is using Dante and ripping off Devil May Cry. It's really your typical LitRPG. It has some dungeon crawling but it's not a major focus. The game element is pretty standard. It uses a multi-class system, rather than a single class system. The best part about this book is that the MC actually has an unique or rarer class. I mean, I read books where the MC can be a Space Elf but he ends up deciding on a Wood Elf. FML. Plot wise... I like perfect stories. I don't really like characters dying off unless it's like The Walking Dead.

Characters should have flaws and these flaws should hinder them and somehow build upon these obstacles. But I don't see any good flaws. I see bad overused ones. I don't see any reasons why the proposed flaws would do what they did. And I don't really see how the obstacles help build the character.

Iain says

Excellent novel - really glad I picked it up.

I'm not really sure how to classify the book. There are strong game mechanics, skill lines, experience gains and even status screens but there is no game. This sounds odd but the author makes it work well.

At age 14 all children gain access to a goddess mark which allows them to see their stats and improve their skills. Normally the starter skill is given automatically as the same time as the goddess mark but our hero is provided with four that he can choose himself. The rest of the story is one of discovery and treachery with a nice blend of character and plot development.

This is a super read for LitRPG fans and general fantasy enthusiasts as well.
