



Retribution

Travis Bagwell

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A side quest adventure in the same world as the best-selling Awaken Online series. This story takes place after the end of Awaken Online: Precipice.

Riley's real-life took a nosedive after her confrontation with Alex. The girls at school torment her and she feels powerless to do anything about it. At the same time, Jason has mysteriously disappeared, sending only a terse cryptic message to Riley and Frank.

With some time on her hands and with her frustration with her real-life reaching a breaking point, Riley decides to strike off on her own in-game. Her goal is to investigate the quest related to the strange bow she discovered in the dungeon north of Peccavi. Yet events quickly spiral out of control as she discovers that the bow's former owner has set her along a path of vengeance – with an entire city hanging in the balance.

Retribution Details

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Author : Travis Bagwell

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From Reader Review Retribution for online ebook

Atlas says

* * *

3 / 5

~mini review~

Awaken Online: Retribution is a "little" (read: over 200 pages) story set in between book two and book three of the series. It picks up right off where book two left us with it's massive cliffhanger, but this time we follow Riley on her quest to revenge the previous owner of her brand new bow. I appreciated the change of pace that followed from reading about someone other than Jason, and how we got see a brand new setting - the mage city of Vaerwald was imaginative and innovative.

The plot of the quest itself wasn't anything special and I felt that, on the whole, the book could have been trimmed down a lot more. I was also disappointed that the new "main" female character in this book has big problems with other women - she's pretty mean to Riley for no other reason that Riley's a reasonably attractive woman. It gets a bit tiring to read about this sort of character over and over in LitRPG.

Overall, I enjoyed Retribution and I loved what happens to Riley's character over the course of the book. Whilst I wouldn't say that it is necessary to read this side-novel, I think that you should!

Read more of my reviews on my blog: <http://atlasrisingbooks.wordpress.com>

Lynnae Albert says

Excellent addition to the AO universe

This shorter story focuses on Riley and a few new characters she meets while Jason is, ah, otherwise occupied. Instead of hanging out in the Twilight Throne the whole time she decides to take up the quest given after the defeat of the dungeon at Peccavi.

Most of what we have seen so far in the main AO storyline focuses on the dark powers Jason channels (exploding zombies, anyone?), but hasn't really dealt with the magic other players can handle. Through the medium of Riley's quest we get to learn a little more about magic types that are not dark, and a bit more about the back story of the game world, as well as see Riley develop as a character. Hopefully we will get a side quest story about Frank, too.

David Mosby Jr. says

Great RPG Literature!

I wish games were as immersive as these books. Well written and the character development was on point.

Great job!

Azri says

Fabulous. A delight to read. Especially after Dungeonborn. Eagerly anticipating the release of book 3.

Kevin says

Hell hath no fury

Full review coming soon to my goodreads and probably amazon blah blah blah blah needed more words to post

Mondragon says

And he does it again! Great stuff, Travis.

This books concentrates on Riley, Jason is only mentioned a few times.

We get to know her better, her Problems and flaws and the influence the game has on her behaviour in real live.

A few characters are added, including NPCs and Player; a new intresting City is added to the gameworld, a great quest and nicely done character development...

That should sum it up nicely.

Strongly recommended!

lisa chicoine says

Cool ass side novel!

I await book 3 anxiously! Riley's quest was just as high spirited in adventure as the other 2 AO novels and her adventures with Jason and Frank! Love these characters?

Miles says

3.99 ?

Soo says

Mini-Review:

4.5 Stars for Game World, Mechs & Lore

3 Stars for Plot

2.5 Stars for Characters

The start of the side quest was great! I was excited to see what kind of adventures Riley would have to unlock her bow. For me, the weakness in the series are the characters. I wasn't as engaged with this story as the book progressed. Plot progression felt very stiff and uneven. The best parts revealed more about the magic and game lore.

Donte McNeal says

There aren't many stories I've read that the trials and triumphs of a character matter a lot to me. I can actually count on one hand the number of stories that affect me long after I've finished flipping through their pages. Any and everything written by Travis Bagwell definitely lands in that category. He has a way with building worlds and characters that feel so alive! I was ecstatic to jump back into the *Awaken Online* series, and *Retribution* didn't disappoint in the slightest.

The story takes place during the same time the second book of the *AO* series takes place. Instead of sticking with our usual villai...protagonist, Jason, we switch things up and follow Riley, who just happens to be one of my favorite characters in the series. She's struggling with school IRL thanks to the walking turd of a person named Alex, so while Jason is logged off for a while, she decides to pursue a quest related to her trusty bow. Man, is it a wild ride!

We encounter plagues, assassins, magical cities, and best of all, new characters. Usually, more characters would spell trouble for an established series, but Bagwell breathes life into every character that's presented. I think I formed an opinion one way or another on every new introduction, and it's difficult to get me to care. You'll laugh, shake your head, facepalm and rage out alongside the characters. I hope it isn't the last we hear of some of the characters that are introduced in because they are so fun and memorable (looking at you Melissa)!

Retribution takes you on a journey with Riley, a journey that helps to round out and add depth to an already multi-layered character. You learn more about this world Bagwell has created, proving just how much time and dedication he's put into developing it. The way the lines are beginning to blur between the game world and the real world add an interesting element that only works to further cement this series spot in my top five series. Bagwell just doesn't disappoint!

Jule says

When I saw this book, I was a bit disappointed that it wasn't the next book in the series. But as I read it, I fell in love. I didn't really have an opinion of Riley beyond that she has some issues that she clearly needed to work out. But after reading *Retribution* I have a whole new appreciation for Riley's character, and her struggles. Her trials in this book are very inspiring and it is well written. I actually danced in joy when she

finally found her inner warrior and over came her self-imposed limits.

Thank you Travis Bagwell for writing this book.

David Benefry says

“Awaken Online: Retribution” by Travis Bagwell – The Bow from the Dungeon

Travis Bagwell's World of Infinite Possibilities

In this latest book Bagwell decides to take us on a bit of a detour as Riley decides to go out on her own to investigate a sort of side quest if you will. The girls at the academy have been teasing her, she has a mysterious bow recovered from a dungeon that needs to be investigated, and the vanished Jason has sent her and Frank a cryptic message. In other words, she has every reason to go out on an adventure, but soon she finds out that it already found her. Unfortunately, the bow's previous owner has some very macabre plans in store for her, and the fate of an entire city hangs in the balance. As events spiral out of control, Riley realizes just how real this digital world can actually turn out to be.

Virtual Drama Aplenty

I feel like the first thing any book about a virtual world must establish are stakes. After all, if things aren't actually happening for real, then what reason would you have for feeling concern or fear towards the characters? In the case of Travis Bagwell, he has done this in an interesting fashion. Parts of the book do take place in the real world, and he makes sure to demonstrate how one can seep into the other and affect it.

With that being said, the bulk of the book is indeed spent in virtual reality, where all the actually exciting stuff happens. Once again, the world was depicted in outstanding detail and the author only makes us yearn for more and more of it, which thankfully will be possible considering the limitless nature of the setup. There is always something happening, characters in conflict, malevolent conspiracies brewing, struggles for power... basically a tamer version of what happens in the White House.

An Unrelenting Story

While at the start it does feel like this adventure will have less importance than the ones that came before it, the feeling vanishes pretty soon as events start unfolding one after the next, never really giving you the time to stop and think about what kind of adventure you're going on. Pretty soon you simply get sucked into the story and enjoy it for what it is: an unrelenting quest that will affect the lives of countless players.

Bagwell also takes this opportunity to further develop the characters, so it can even be argued that it has a purpose and relevance in regards to the main storyline. We get to learn a whole lot more about Riley and just how much the game has been bleeding into her real life.

The Final Verdict

While Awaken Online: Retribution may be a side story to the main books, it remains an extremely enjoyable and solid work of science-fiction, definitely one of the more interesting takes on the virtual world concept. The story, characters and psychological exposition in their worlds are all combined together seamlessly,

forming a novel that flows quickly and smoothly, one I highly recommend to sci-fi fans and anyone who wants to see what Travis Bagwell is capable of.

This was an abridged version of our review. If you'd like to read the full version, you can do so here: <https://bookwormex.com/awaken-online-...>

Steph says

Listened to audiobook w/hubby
(3.5 stars)

Conor says

Plot: 9/15
Prose: 3/5
Character: 12/15
Setting: 20/25
Dialogue: 6/10
Enjoyment: 24/30

Overall: 74/100 (3.5 stars)

A fun shorter side story from the supporting cast. I didn't remember too much of the overall plot details from books one and two however I still was able to recall enough of the plot and it's systems to fully understand what was going on.

This told the short story of the main dude's (in all but facts anime-style) love interest and how the world progresses without the main character as the focus. It was super cool to see parts of the world that otherwise would not have been explored as well as how different factions interact with each other in the book. I'm looking forward to reading book 3 now and seeing how the "evil" faction continues its spread dealing with the "righteous" big bad, especially with the new powers gained in this story.

Overall I remembered this series having a very solid magic system and world that I was interested in and I can say for a surety I want to know more and can't wait to dive into the new book.

Gina Cruz says

After finishing Catharsis and Precipice in one sitting I immediately jumped in Retribution. Oh my goodness I cannot say how much fun I had reading this one. I wish it had been the same length as the main books. I LOVED that we were given an entire book focusing on Riley's development as a person and love how she is represented. It is not often we see strong female leads in LitRPG (thought there are other strong examples). Bagwell gave this "sidequest" just as much attention as he gave the first two core books in the series, maybe even more. I finished this one beyond excited for Evolution and continue to highly recommend the series!

