



Otherlife Nightmares: The Selfless Hero Trilogy

William D. Arand , Tamara Blain (Editor)

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Runner and company have safely left the city ahead of the siege. Completing their class promotions with barely any time to spare.

Unfortunately he hasn't discovered the password he needs to begin the logoff process to save the four-hundred thousand or so crewmates left alive in this game where dying truly means death.

The game continues to shift and change with each day and as a byproduct of Runner's actions.

Not only do the rules change, but those he's with have changed. No longer simple programs they have reached actual sentience.

Pressing himself ever onwards to learn more about the world he finds himself surprised at every turn.

On top of navigating the ever changing game the outside world has contacted him directly. Now he has to begin to navigate the situation as a gamer, IT support, and an officer.

Of course this would all be a lot easier if he didn't get captured within a few hours of leaving Crivel.

Fate seems to be stacking the deck against him as quickly as she can this time around.

The difficulty has been flipped to Nightmare and no one told Runner.

Otherlife Nightmares: The Selfless Hero Trilogy Details

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From Reader Review Otherlife Nightmares: The Selfless Hero Trilogy for online ebook

Jay Collins says

Okay, this one was an easy 4 stars and no issues giving the series to this point a 4. I really enjoyed this series so far and look forward to the next book.

Roger Skorepa says

Awesome

It's great to see your hero that does the right thing but has a bit of darkness in their life

Wolgan says

[Spoilers!] God. Was listening to the audiobook while driving and towards the end I damn near had to pull over I was tearing up so much. Fuck.

Another fantastic installment in the trilogy.

Kian says

Really enjoyed reading this book, much better than book 1 and the pace is perfect.

John says

Great character evolution

Really enjoyed, although occasionally Runner, the primary character, just rattles off a ton of orders to his crew in a way that doesn't seem real. More like the author is just cranking through their outline as fast as possible.

The interactions with the divine were fun and relatable.

The Kitsune was an interesting twist, but wasn't sure how Japanese culture and mythology tied into anything else in this world, so it seemed a bit odd.

The ongoing evolution of Srit, the AI, is interesting. And it was cool how well the meta situation with the ship returning to the home world and humanity having evolved was handled well but didn't intrude into the

primary story.

And a real character died, adding a bit of realism to things.

Davidl Campbell'Sr says

RPG Virtual Reality

If you like virtual reality story's then I recommend this story in 2 books the author takes you from log in to hero its worth reading

Mikebliv says

The previous book was average but since I like this type of MMO hero stories, I was interested enough to try this second book. Unfortunately, I can't recommend it. The hero was overpowered, and overly lucky; the dialogue was so sappy and cringe-worthy. It would be an adolescent male's dream. So if you're in that target market, you might like it. Otherwise, give this a miss.

Craig Russo says

Book two is worse than book one. A teenage fantasy. Literally. Absolutely no concept of women.

Seth says

Twice in a row

This series has been great fun. The first book may have been a glitch, but twice in a row? No, this is just a great idea, told very well. Even though, to some, the ending may have been very dark, it was fitting with the story and the character. Already purchased the next book, going to read it and hope to see more from this author.

Gilbert Stack says

The three hundred enlisted passengers trapped in the Otherlife game are told by Jacob the Rapist from the first book that Runner is responsible for them being trapped in a game 40,000 years after they left earth and for some reason they all believe this guy. Three hundred thousand on one seems like a tough problem for Runner, but it like all the problems in this volume is resolved in an anticlimactic fashion. Runner is in such a strong position at the end of the story that it's difficult to guess what problems will arise in the final volume of the series. The only real difficulty left is how the problems Runner is having with the current inhabitants of the earth outside the game will be resolved. So in many ways I felt that this book missed out on many

opportunities to build a lot of dramatic tension, but there are still moments—especially at the climatic ending—when the author generated some genuine emotion in me and it saves the novel.

Zachary T Hayes says

Even a good man has a breaking point.

Melisa says

I can't tell if this series is meant to be taken seriously or if it is some kind of parody à la Tom Holt. It reads like a 15yr old boy's version of a cheesy fantasy romance novel. If you are a 15yr old boy, you will surely love it. If not, you may find it either amusing or offensive because it gets pretty ridiculous. Even more so than the first book. I found it mostly amusing but I'm not sure that was the author's intention. The female characters are especially unbelievable. Either the author has never met a real female and has no idea how they would act and react or they are meant to be unbelievable because they are only NPCs and therefore not real. Who knows which. No amount of charisma would make this many females so stupid and I sincerely hope that no grown men would be so immature. The virtual reality part of the story line still kept me interested but since Runner can now turn off death in the game, why doesn't he just do so? Wouldn't that solve the biggest part of the problem immediately, giving him more time to figure out how to get everyone out? This is not explained. The saving grace here is the narrator, who is excellent. He gives these cartoonish characters a bit of life, giving each a unique voice and somehow keeping them all straight. He is quite good with both sexes, never sounding awkward. I suspect the narrator is the main reason I chose to listen the second book. I need to see what else he has done.

This audiobook was provided by the author, narrator, or publisher at no cost in exchange for an unbiased review courtesy of AudiobookBoom dot com.

Dave Stone says

not bad,

this is the 3rd series by William D. Arand /Randi Darren that I've read and I'm noticing a lot of repetition. Selfless hero/ Super sale on super heroes/ Wild wastes. It's kind of like he just rewrote the same story over and over in a different setting. Good thing I happen to like that story he's retelling.

Peter Emil Christensen says

Enjoyed this one more than the first. Looking forward to the last one.

Kevin says

This was fun and entertaining. I especially liked the "magical crafting".

I really do enjoy books where people use unconventional things and figure out a way to build items or much needed utilities.

The "Stats Bar" was annoying though. The cringey banter was also a problem.

3/5 Stars
