



The Monster Spawn

Deckhard Davis

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Nathan Attis wakes up with no idea where he is, how he got there, or why his memories of the last few days are gone. He's more than a little perturbed to discover that he is dead, but it's not the end of the world.

Due to him being in the army, he gets a 2nd chance at existence in a fantasy VR game called Adonis Rebirth. There, Nathan will get to live another life, one filled with heroic quests and epic adventures. A land packed with legend and glory, where anyone can be a hero.

But there's a problem with his transition into the game. His consciousness isn't loaded into a player character, but instead is transplanted into a beast who lives in the bowels of a mountain. Even worse, he finds out he is the end monster in a new limited-edition quest, where the 1st to complete it wins a unique prize.

Soon, hero players are going to come and kill him. He needs to find a way to survive the hero onslaught, all the while trying to discover how to reverse what happened to him. He needs allies, but it's hard to make them when you look like Nosferatu's ugly brother. Nathan will have to master his skills and learn how to play as the monster - his 2nd life depends on it.

The Monster Spawn Details

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From Reader Review The Monster Spawn for online ebook

Daniel Katz says

I got like 30 minutes through the audiobook before I had to stop. This is the first time I have had to stop listening to an audiobook due to the narrator, and I have powered through the mechanical auto read thingy. So congrats on being a first, I guess?

Kian says

It's like a low budget horror movie. The author lacks imagination so the whole book was in a cave with few characters. Thank goodness it was short.

DJay says

The story was alright. It just seemed to me that the MC was a bit too dense at times and at others waaaaay too smart. You could see what was going to happen like 10 miles away with a blindfold facing backwards. The story is a tried and true story. Guy goes into game and things go haywire from the jump. Apparently he was in the military and died, but due to what he did, he ended up being able to get a second life in game. There is a MASSIVE plot hole in this story hence the 3 stars. I'm not going to ruin it if you want to read this, but when you get to it, you're going to be like, WTF. Otherwise, it was a decent story. It mostly sets everything up for a book 2. Like I said, not bad, but not awesome either.

Jonathan says

Fun

This was a fun fast read. I recommend it as a starter or summer fare. I think you'll enjoy it.

Roberto Viña Sosa says

Interesting concept but not to my liking, likeable MC at times and a complete disappointment at others, he suffers the intelligent and competent' shift to useless moron quite to often. Deus Ex machina new best friend, and human hero is the bad guy excuse to make you stomach the MC eating humans.. and shenanigans.

Sinisa Mikasinovic says

Oh, so disappointed.

It was not horrible nor unbearable and I mulled over for the longest time which way of 2.5* this should go. Usually, I round the rating up, for various reasons. This time I couldn't.

I checked myself against the rating hints of Goodreads and Audible. They state the following:

3* - *Liked it / Pretty good*
2* - *It was OK / It's okay*

In all fairness, I cannot say that I liked the book nor that it was a pretty good one.

That settled it. But why the "It was OK" rating?

Both the story and the narration flopped.

Yeah, what was I thinking? No 3* here.

Everything is so convenient. Logical jumps are all over the place and correct conclusions were omnipresent.
Press A to win.

There was never a doubt, or even a risk, of the wrong choice. Not even for a player who's sucked into this fantasy world for the first time in his life. Also, he's not really a player but got tricked into spawning as a monster. And somehow everything came naturally. "*I must dig through these caves to find gems to upgrade my monster skills*". What gems? What skills?

For most of the book the main character was level 2 and not only he almost unlocked all of the available powers but he also managed to upgrade them multiple times. It was like witnessing the creation of an alpha version for a bad B-movie script.

Inconsistency bothered me much as well. It was present everywhere. A good example would be the monster's energy.

When it got low, it would be an alarming concern. But after a good night's sleep, it was restored. Great, now we know that it should last roughly 24 hours. Right?

Wrong!

1. **Energy is full.**
2. **Let's walk to these people and talk to them.**
3. Oh, it's a dramatic talk! Heavy words get thrown around.
4. Time for a retreat! But don't run too fast so we're not drained as our **energy is suddenly at 75%!**

So, so, soooooo annoying! Little things like this were grossly overlooked

all the time. What's the point of even knowing that the energy was exactly 20 out of 120 yesterday? Yesterday, after a good effort, it dropped to 10 and it was time to rest.

It felt like learning how the game mechanics work. Expecting how much can be accomplished in a certain period of time. Perhaps even *estimating* things and trying to think ahead.

Well, screw you and your expectations. The energy was 120/120. After a brief conversation, it is now 90/120 and it's time to panic. Let's advance our plot this way and create artificial circumstances to instill a sense of urgency.

If it was so important for the character to *not have* full energy, why not just "bump in the dark" and make him wake before he's fully rested?

Pissed. Me. Off.

Story consistency was also horrible. As if just knowing that the upgrade of his claws increased his damage from 39 to 69 wasn't enough. It was never used in any calculation/formula. Ever. Same with health points, mana, casting time. No, it was just arbitrarily thrown in there as, well, you have to have those things in RPGs, right?

Back to the story. Let me give you an example of a horrible transgression.

You figure out you spawned as a monster and that groups of players got a quest to horribly murder you. It's inevitable - they are coming. Of course, this knowledge was obtained in the most convenient way possible, but let's put it aside. Do you keep wasting your time and doing almost nothing useful to prepare yourself? Of course you do.

Suddenly, shock and horror, the raiding party you've been expecting all this time is right at your door! "*OMG! Let's start mining for orbs so we can get upgrades!*" Wait, what?!

Sure, let's waste hours doing the most illogical thing imaginable. Perhaps dancing to please the Gods would make more sense.

Anyway, the mining expedition is finally done and the upgrade orbs are available. Apparently, we mined too many of them. Great! Let's see what we can do to increase the defense level of our dungeon. I know! Fake walls! Yes, let's buy these upgrades and then run around distributing fake walls throughout the dungeon!

Oh, almost forgot! There was an unknown ancient entity in one of the

rooms who could possibly give me a good buff, boost or even a skill. *Let me go talk to him and solve his puzzles while there are angry raiders in my dungeon!*

Finally, we are ready. *"Adventurers! Go right in, we are ready for you now! So sorry to have kept you at the dungeon entrance for 6 hours! Come right in!"* **Gods damn it.**

Do you want to know what happens next? The very, very next?

"They passed all our fake walls and are preparing to storm the central room!"

Fuck my life. I'm a hero for making it to the end of the book.

Fights, for which the main character has been preparing for hours, are usually over in 3 slashes. Also, they don't make much sense.

sigh

None of this was even remotely helped by the horribly flat interpretation. The narrator used no pauses, or used them at the wrong time, no emotion, no inflection. Zero. It was like hearing someone reading a phonebook. A bad phonebook at that.

Can phonebooks even be bad? This one was.

Remember that "3* or 2*?" dilemma at the start? So crazy right now, huh?

Not a one star though. Davis wrote this one book, and Loving narrated 4 in total. I think they deserve a benefit of the doubt that things will get better in future.

The Monster Spawn (Adonis Rebirth #1)
by Deckhard Davis, David Loving (Narrator)

Verdict Things and words. Put together.
Runtime 04:40
Overall
Performance
Story

Michelle says

Could have been a great book. Very graphic book.

The premise? of the book is original and interesting. The writing of the book is well done and well edited.

The book is very graphic and has the hero give into his monstrous nature. It then tries to justify his actions as okay. The main character eats part of another character. He also mutilates bodies and performs blood sacrifices. These actions make the main character anything but a hero. So it earned a base rating of 1star.

It earned another star by being clean and NOT sexually explicit.

It could have earned another star by not including any swearing. It does not include a lot of cursing, but even a little bit is too much.

The book earned 2 stars.

Paul Pinteá says

Pretty good

Interesting concept and characters. The story seems a bit rushed but it is still very enjoyable. Would recommend to anyone interested in lit rpg

Damien King-acevedo says

Neat concept, poor execution

The book is short and it's vocab is lacking; seriously, the main character "stumbles" so many times that I don't know why he bothers getting out of his flesh filled bed in the morning. Aside from the authors lack of a thesaurus, character interactions aren't believable; the main character, a soldier, refuses to kill digital rats because it's "wrong," the fight scenes are unrealistically slow, the bad guys don't kill the good ones when they have ample opportunity... I like the idea enough to consider getting the next book, but I'm not looking forward to it.

Rebecka says

I listened to this as an audiobook and it feels cruel to say this, but the narrator was horrible and made the MC sound so... stupid? Arrogant? It didn't feel like a professional narrator at least. If this book wasn't so short I never would have managed to finish it. I think the story was OK or maybe good, but it is so hard to separate the story from the performance. The concept was good, but could have used being fleshed out.

Steven Sharp says

Good book quick read

Book does a good job of balance of monster or human. Feels like a good prequel. Characters were lacking the female side of things. It'd be nice to see more and how Nat deals with memories and how to help job others, maybe find a romance. Can't wait for more!!

Omair Chaudhry says

Short and boring.

Short and boring. That's it. Premise is complicated for no real reason. Trying to be cerebral and mysterious but ends up being flat and thin.

Shane Lawrence says

Good first effort

Well done. Definitely the start of a series, and a little short but great first effort. Some of the other reviews questioned his choices but I thought they were well in line with his past, character constraints and goals.

Johnny says

Very short.

Characters weren't very well fleshed out.

MC loots just one body.

Not enough background to make you want to care about the MC.

I honestly can't recommend this book. It's a waste of time and money unless you're really bored.

The idea has promise, but needs to be fleshed out and given depth.

Bikram says

Disclaimer.

I had requested and received audible version of this book for free from the narrator, in exchange for an unbiased review.

What I liked about the book -

Just the fact that it is in LitRPG genre.

What I disliked about the book -

The story is extremely simply with no complications / deep plot. No real conflicts or real adventure. The characters weren't interesting and I didn't care about where they were heading. I can't recommend this book.

Narration -

Narration by David Loving was the only saving grace of this book. All the characters were voiced distinctively and conveyed the emotions.
