



## Discordia: The Eleventh Dimension

*Dena K. Salmon*

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For Lance (level 19 zombie sorcerer), and his friend, MrsKeller ( level 23 hobgoblin brigand), life's a battle, and then you die. And then you rez. And then you battle again. At least that's how it is in Discordia, the addictive online game that makes real life seem dreary in comparison.

At his new school, Lance feels weird and out of place, but in beautiful and complex Discordia, his zombie sorcerer is doing great: leveling fast, learning new skills, and making friends. He's even met a level 60 toon, TheGreatOne, who has recruited him and MrsKeller into his guild: Awoken Myths.

Lance wishes he could spend all his time in the game until TheGreatOne transports Lance and MrsKeller to the real Discordia, the perilous world in the eleventh dimension which inspired the game. Before they're allowed to leave, they must complete a high-level quest that may determine Discordia's survival and Lance's, too. If they don't get out soon, Lance could permanently mutate into the character he plays in the game: a zombie. The friends accept TheGreatOne's quest and meet Rayva, a runaway who may have been lured into Discordia against her will. The three make their way through a country on the brink of war, fighting monsters, traitors and spies yet their greatest danger may be Lance himself.

## Discordia: The Eleventh Dimension Details

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# From Reader Review **Discordia: The Eleventh Dimension for online ebook**

## **Kristen Jorgensen says**

Boy named Lance gets sucked into his game. Hummm... I really had to slosh my way through this one. It was too jumpy, skipping from place to place, without really connecting everything. Plot was weak, the chapters I liked the most were about Rayva the girl before she linked up with the boys. The story was boring until the last three pages where it finally grabbed my attention, only to end abruptly. However since I didn't ever learn to care about the characters to begin with I doubt I will bother with the next one. Read it if you are a big gamer and like the idea of getting sucked into your game, but even then you might be as disappointed as I was.

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## **Tucker says**

So far i think this book is very entertaining because its about a boy who plays video games and has a normal life like going to school and a family a house. But i feel like its all going to change soon... Lance starts playing "Discordia" (an online game) with online people he doesnt know. 1 person he is playing with (MrsKeller) is very friendly. The other player he is playing with (TheGreatOne) is creepy and do the two boys know there playing with a 30 year old man who will do something that changes there life. When the 2 boys (Lance) and (MrsKeller) are playing with eachother they both get sucked into a portal and get teleported into the game "Discordia"... But also its weird that the game "Discordia" they get sucked into has towns and a whole different world and how the atmosphere is a lot different that it makes them have stronger lungs, also im not sure if this is a planet or just some other reality but other then that this place thats called "Discordia" is very strange.

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## **Jennifer Wardrip says**

Reviewed by Allison Fraclose for TeensReadToo.com

Although Lance is still a n00b in the MMOG (massively multiplayer online game), Discordia, he feels much more at home in the online world of the game than in his new school and apartment building.

His zombie sorcerer, also named LANCE, has already reached level 17 with the help of his hobgoblin friend, MRSKELLER, and the two spend many hours flirting and going on quests. Things get even better when a level 60 zombie named THEGREATONE invites both LANCE and MRSKELLER to join in a guild dedicated to leveling up newer players, and then recruits them both for a dungeon quest.

Even though THEGREATONE seems to take the role playing a little too seriously, MRSKELLER points out that they can always leave the guild and ignore him if he turns weird on them.

But things turn a little too weird when, while running from the dungeon in the game, Lance wakes up in a strange land with blood on his hands, face-to-face with real life versions of MRSKELLER and the THEGREATONE.

Once Lance and MrsKeller get over their initial shock, TheGreatOne explains that he has pulled them both into the real world of Discordia, the land in turmoil that inspired the game. Lance and MrsKeller both have the innate ability to transport themselves to the eleventh dimension, and TheGreatOne now needs them to go on a real quest before he will tell them how to get back.

Left with little choice, Lance and MrsKeller embark on their quest, translating their knowledge of the game for use in the real world of Discordia as best they can. When they team up with a runaway slave named Rayva, they realize that they have limited time, because Discordia may claim them forever, along with Lance's humanity.

An interesting take on the blending of fantasy and reality, the author skillfully brings us into the land of MMOGs, making the terminology and actions accessible to those who have never played such games. Although any gamer would probably appreciate this fantastic tale, you don't have to be one to enjoy it.

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### **Brooke says**

Wow, that was a waste of time.

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### **Alexis says**

It was good for a juvenile book. The plot was fairly straightforward but full of adventure and suspense. I think this book's greatest downfall is the writing. It started to fall apart near the end, and felt rushed; the author left out explanations or just skipped over character progression, hopping from, for example, strangers helping each other to best friends, without much or any actual reason for this, other than to keep up with the plot. On the plus side, I do like the premise of being pulled into an online gaming world and being confronted with the real societies and problems that exist there.

There is a cliffhanger at the end, but as far as I'm aware a sequel has not yet been written.

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### **Synia says**

First part was pretty interesting and has a good tone and pace towards the beginning of the book. However, problems arise with the introduction of the slave girl story arc, whose themes of entrapment of slavery don't really resonate with the main themes of the book presented for our protagonist. ( The ideas that he is escaping his problems in the game instead of facing them, or that he is being stubborn about adjusting to how things have to be with the move. ) Her storyline also gives the book severe mood whiplash from Mrs.Keller's fun antics to Lance's outlandish zombie problem. It just is a bad fit. The final nail in the coffin is the unsatisfying ending to her storyline, which makes the all of the sections of the book with her in it more or less a waste of the readers time. Four stars because it was interesting and funny for most of it, but it doesn't really come together at the end.

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## **Jwjohnsen says**

This is one of the few books I genuinely wish I hadn't wasted a portion of my life reading. The premise is interesting (gamers pulled into the video game world) if already done much better in Ready Player One. The biggest problem is that the author doesn't seem to have any concept of pacing, plot continuity, or narrative flow. Several times during this book I turned back to see if I had accidentally skipped a page, which tells you just how disjointed things could be. There isn't much more to say about the book except that if there are sequels, I really don't care.

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## **Alana says**

The first thought I had when I first came into contact with the book was "hey, this sounds like Sword Art Online and Log Horizon" (animes). And it basically is that it book form.

This is perfect to get avid gamers to finally get off the console and read a good book.

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## **Jay Eckert says**

I wish I could give this book two and a half stars. Three is too many, but two is not enough. Anyway, the book starts out with an interesting premise - kid who is big into MMO (Massively Multiplayer Online games) - gets sucked into said world. One description I read spent a lot of time on teenage Lance's backstory, but that's virtually non-existent in the book. This is not necessarily a bad thing, but I did have a somewhat hard time empathizing with him, not knowing very much about his background.

He meets MrsKeller, who turns out to be teenage Adam. He uses a female handle for the sensible reasons he explains. Mysterious TheGreatOne lures them out of Discordia and into this more-than-virtual world, where they meet Rayva, a slave who appears to have come from their world, but has since forgotten her past.

The world building aspect of this fantasy was handled well, but I was sometimes bewildered as to what Lance and MrsKeller were really trying to accomplish, until it became clear they were just trying to get home. I quite enjoyed the mystery of Discordia up until Lance and MrsKeller were sucked mind-and-body into the game and beyond. I guess this is my problem with the book. It became less compelling once they got caught up in the parallel world. It turned into a "Dorothy's not in Kansas anymore and how will she get back?" story, but I didn't care for these characters nearly as much as I needed to. The book became less unique, and not at all what I thought it would be when I picked it up.

The book ends with a cliffhanger that will entice readers to grab the follow up book. I was mildly interested in these characters, but not enough to venture into a second book with them.

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## **Tim says**

I wouldn't say this book was a massive disappointment, but it was certainly a let down. I had high hopes for

an action packed adventure in the world of a MMO but when the author spent a very long time describing how a deer is disemboweled and skinned I began to have my worries. More worries began to crop up when several conflicts between characters arose and were resolved but with little to no impact on our main characters.

This book has was a great idea, I thought, for a story. But I believe the author totally botched it. I would love to see it rewritten by someone who understands character development, plot tension, and who doesn't rely on the use of the word "zombie" to keep the readers attention.

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### **Krystianna says**

The ending definitely saved this book for me. Where is a sequel when you need one?!

Review to come.

Updated June 17 2013!

Lance, a zombie sorcerer, is always playing in the virtual world Discordia with his virtual friend MrsKeller. In this world, there are two sides: the zombies and the normal humans. The zombies can gain strength by eating others. Of course, Lance chooses to be a zombie. He takes the world and game playing so seriously. One day, he actually ends up being sucked into the real Discordia along with his virtual friend MrsKeller. You'd think the oddest thing is that MrsKeller is actually a guy, though it's not. Lance is convinced that he's actually turning into a zombie, just like TheGreatOne, the guy who pulled him into the real Discordia.

Together, MrsKeller and Lance travel and try to escape this world of Discordia. Will they ever make it back to the real world?

This book was very unique; I'll definitely give it that. I'm a huge fan of anything video game related, because I find the whole idea of a virtual reality really intriguing. Hey, it is the 21st Century. I've actually never heard of this book before. I picked it up at a library book sale and I was immediately intrigued by the synopsis. I'm glad that I actually bought it.

The characters were pretty cool. I really liked MrsKeller because he knew so much about the world. You could definitely tell that he was serious about his gaming. I also found it really cool that they found another person, Rayva, who might've possibly been originally from the normal world. The only thing is, she's been in the world for so long that she probably forgot about where she actually came from. She's been living like a peasant for as long as she can remember.

Another really interesting thing about this book was the gamer's manual. The manual for the Discordia game was actually in the beginning of the book, so it felt as if you were actually playing the game. It was really cool and I'd definitely play a virtual reality game like Discordia if there was one. I'd definitely suggest this book if you're looking for a fast-paced read that has to do with video games. It would make a great pleasure read!

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### **Emma says**

Small, and somewhat childish, but the plot was amazing and the characters charming. I was NOT expecting TheGreatOne to be evil, and it was kind of a slap in the face, but this book is awesome! Looking for the sequel, definitely.

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### **4spencersj says**

This book is about a kid that gets addicted to this online mmorpg (massively multiplayer online role playing game) game called Discordia with his online friend "MrsKeller." He is a level 19 zombie sorcerer and she is a lv 22 hobgoblin brigand. They get invited to a group by a lv 60 zombie which is the highest lv, but he ends up seeing they have special abilities so takes them to the actual Discordia (The Eleventh Dimension) to help him take over the evil sorcerer.

I would have liked if the author had made a little more action. Also, I really think there should be a 2nd book, because of the way it ends. I like how the two main characters act in the other world because they use all this video game language which is very interesting especially when they interact with other characters. I also liked how it was like a slightly different version of the game so they can figure out what's going on.

I liked this book because of how they are playing a video game then actually sort of get to be in the video game, which I think would be pretty awesome, except for the fact that they didn't actually go into the video game, but into the world it is based on. I think I would act a lot like them if I were to have had the same thing happen to me.

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### **Zoe W. says**

Gave up halfway through. Promising intro that turned into a confusing and weird story.

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### **Kushal says**

The story, Discordia: The eleventh dimension by Dena K. Salmon was a pretty good book, but it didn't captivate me and it kind of lost me towards the end. The plot gets worse as the book progresses and it gets hard to follow. But it was mostly interesting.

This story is about a boy named Lance who loves to play a game called Discordia. Discordia is a massive multiplayer game where you become a creature and go on different quests in the Discordia. Lance plays the game with an online friend by the name of MrsKeller. After playing the game for almost an hour with MrsKeller, Lance logs out. As the game closes, he gets an invite from an online person named the GreatOne. Lance reads it but couldn't do much since he had to go to school soon. Since Lance's family just moved to the area, it was Lance's first day of school. He already hated school because the teachers were strict, and he wished he was inside Discordia. After a grueling day at school, Lance logged onto Discordia where he meets an online version of the GreatOne. Lance met up with MrsKeller and they both joined the GreatOne's guild

(group) and went on a quest with him. Later, Lance plays with some other people and when the group kills a monster, Lance gets sucked into a portal and ends up somewhere similar to Discordia. Inside, Lance meets MrsKeller who turns out to be a boy. Lance also meets the GreatOne who is a zombie like his character. The GreatOne gives Lance and MrsKeller instructions go off in a direction before running off screaming. Along the two's journey, they meet strange people, realize the landscape is similar to the game so they head to a city, and find out that near blood, Lance becomes a zombie like his character. While their adventure is going on, a slave girl named Rayva has her own. Her slave owner is injured and with a swift run, Rayva escaped her owner. She decides to go back to her village but when she arrived it was burned down so, she went to the nearest one where she meets Lance and MrsKeller. When they meet, they help each other and became friends. Lance and MrsKeller help Rayva become a free citizen. When the GreatOne gives Lance and MrsKeller a quest to retrieve the wand of an evil witch, Rayva accompanied them. Along the quest, Rayva finds out that Lance is a zombie, the group finds the location of the witch's castle and they got the necessary weapons to fight. Upon getting the wand at the castle, the GreatOne appears to snatch the wand. Using the wand, the GreatOne was able to control and make zombies, so Lance was compelled to help him. Realizing the GreatOne was evil, Lance uses his strength to break the wand. When breaking the wand, Lance is teleported back to his computer where it has an error symbol on the Discordia game and all becomes normal.

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