



# Apathy

*Travis Bagwell*

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## **Apathy** Travis Bagwell

A side quest adventure in the world of Awaken Online. This book follows Eliza (a character introduced in Awaken Online: Evolution) and tells the story of how she began playing Awaken Online.

Eliza's parents are relentless - forcing her to constantly take prep courses to prepare for college and medical school. Sometimes, it feels like her entire life has already been planned out.

Which is why she leaps at the chance to escape into a new virtual reality game, Awaken Online. What she wasn't expecting was to encounter a capricious god and his loyal "pet." Or to be chosen as this god's "avatar" within the game and forced to tackle a series of asinine quests. Yet, she just can't shake the feeling that there is more to the irritating god than first meets the eye.

## **Apathy Details**

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Author : Travis Bagwell

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## From Reader Review Apathy for online ebook

### Fred Wagner says

Sorry, Travis... but again the "Hippie" just annoys me. Yes... I know he is SUPPOSED to be annoying and whatnot. But honestly, well, I don't WANT to be annoyed when I read. Well, not for such an extended period of time anyway. And of course Eliza is mostly a "mouse" in disguise as the accidental "Ice Witch" and more. I actually don't have a problem with her. Though feel bad she is stuck with the Hippie as her water elemental god. Thank goodness for Alma. Anyway, there was great potential near the end when Brian I believe had said that she NEEDS (and promises so) not take shit possibly but definitely that she NEEDS reach out for what she truly wants and let NO ONE or NOTHING get in the way of that. WELL..... she never did end up saying a damned thing to her parents... telling them to get bent about how THEY expect her to propel through school and their career path for her. She NEEDED in this book to actually TELL THEM OFF (basically) and assert herself and tell them she is NOT going to live THEIR dream for her BUT is going to do things for her own damned self!! That conversation NEEDED to happen in THIS book!!! If it had then to hell with the annoying Hippie and 5 stars this novel would've gotten. In the end she is still essentially just this meek little girl hiding from the world and never actually having done much with regards to speaking on HER OWN BEHALF, especially and notably with regards to her parents. Obviously she is somehow allowed by them to continue playing Awaken Online as is evidenced in book 3 "Evolution". But in that nothing is mentioned either of ANY "confrontation" between her and her parents. I realize the dynamics of such wouldn't be easy to work into these novels (or this novel in particular). However, it was ABSOLUTELY NECESSARY IMHO!!! So 4 stars and not 5. Still though, that absolutely means I enjoyed my reading experience. Even that annoying FN s0-called god The Hippie. Can't wait for book 4 to come. And wondering if there will be a "Side Quest" novel on behalf of Frank or not. I don't think it is much necessitated or demanded. But still curious. Or even any OTHER "Side Quest" novels...

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### The Legend says

One of the few series / authors where i'll bother to read side stories or anything that isn't the main character.

While I did love this book, I really wish I'd read it more as 2.75 before book 3 Evolution instead of 3.5. It all takes place before book three and only gives away minor spoilers of book 3 of who Eliza is talking to when she mutters to herself, that's it. Which I personally think seeing her appear in book 3 would have made more impact on the story had I previously already known all this back story about her.

Only thing I did dislike is unlike Riley's side quest , Eliza's home life doesn't really get wrapped up since this all takes place before book 3.

Can't wait , but will have to, for book 4.

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### Eric says

Wishful, wishful thinking. I hope this one sees the light of day as a fully fledged addition to the world of AO. atm it will sit here, waiting patiently. Come on Travis, don't let us down :)

PS - Eliza is a calculating badass and I cannot wait to see her let go.

**EDIT: YES! The whole thing is finally here! For anyone that doesn't know I only had maybe eight chapters for the longest time with zero indication of getting more of this and then I waited. And waited. So worth it. While Necromancy is my first love I can appreciate getting to know the other gods and their champions. Especially knowing that they're meddling rulebreakers. Nice.**

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## Atlas says

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**3 / 5**

### **~mini review~**

I read this quite a while ago and forgot to write a review, to be perfectly honest, but I do recall feeling pretty "meh" about this side novel. This one follows Eliza, a relatively new character who I liked quite a lot. She's got a quite a typical normal life - confidence issues, badgered a bit by parents who 'want the best for her' and think she'll get it by being pressured into working too hard. In AO Eliza chooses an atypical path, becoming an apprentice to an old lady and spending all of her days simply picking herbs and wandering around. Until a god decides to butt in.

Hippie is annoying and Eliza needed to grow a bit of a backbone, but otherwise this book is good enough if you like the main series.

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

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## Brad says

I was skeptical of this book for two reasons.

The first is that I want to know what's going to happen in the main thread. That's the one I'm invested in. That's the reason I even know this book exists.

The second is I'm rarely interested in prequels. Unless they take place in the very distant past, it's difficult to care what happens in them. However, LitRPG can get away with this more easily, as a lot of motivation is drawn from a simple hey let's do this quest because PROMPT. It can focus on character development while still moving the plot along. Unfortunately, it'll take time to fill in the distaste for prequels etched in my heart.

That said, I liked this book. I liked it better than the previous book following Jason's adventures. If you've read the rest of the series and are on the fence about this one, give it a go. If you haven't, but like (or are interested in trying) LitRPG, give this series a try. It's one of two I've read that I've genuinely liked.

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## **Brittany says**

[even if she does achieve them in a messy way. (hide spoiler)]

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## **Chris says**

### **Excellent read, really stands on its own**

I came back to this series after having burned out on the whole lit-rpg subgenre for a while. I like how the author has done the world building here, blending the game world with the real world and the various levels plots and subplots, all the characters having their own motivations and agendas.

This story centers around Eliza, a new character in the previous book, and explores her backstory... how she accidentally came to be playing the AO game and how her character developed into the person we meet in AO Evolution. I can absolutely see starting the series with this book, it really stands on its own just hinting at some of the things happening elsewhere.

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## **Derek Adams says**

### **Love these Side Quests**

While the main series of AO is one of the best series I've read, these Side Quests are nothing to sneeze at. World building, learning more about the other characters in Jason's party, and seeing how they all come together is wonderful and something I think other series can use to enhance themselves. My question is when are we getting a Side Quests for Frank!? I would love to learn more about him.

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## **Travis says**

I was a little disappointed in this story, because it didn't cover the whole time up 'til the main character hooked up with the original sin folks. I'm hoping that means there is more to come, but it didn't look like it from the ending. Regardless, it was a very funny and entertaining read. We learn a lot more about the sheep (really, who doesn't love a good sheep story), and we get more insight into the gods of the world. Very good addition to the Awaken Online storyline. I love all of these books, and these sidequests are no exception. You really want to read this one if you've liked any of the other books in the series. Great fun here.

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## **Hamda says**

I really good origin story.

Eliza is your straight A type of student but instead of the know it all liza simpson she is more of the shy anti-social type with pushy parents.

She learns to come out of her shell and face life head on through AO... actually she just mass murders people but same thing.

The water is cute and I liked him a lot in this one, more then in the main story actually and I do hope we get more of him and fluffy.

If you liked Jason's origin story from book one but wondered how he would have fared if he was more timid and was nagged by an odd ball god all the time then here's the book for you.

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### **Chuck McIntyre says**

This book is Eliza's (the alchemist from book 3) origin story and should probably be called book 2.75 instead of 3.5 as all of its events take place before book 3. I don't usually like following separate characters, but something about the way Travis Bagwell writes these really works for me.

I very much enjoyed this book. The character of Eliza is very likable and accessible. She struggles with self confidence, and being pushed to be what her parents want.

Eliza is given AO as a way to blow off steam and has never really played many games. This lets us get another discovery story about the world without the preconceptions of a gamer.

Good action, good pacing, sticks to the one character, and all around a fun read.

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### **Cameron says**

#### **Short side story, but fun**

I enjoy the world of Awaken Online, and this book certainly focused on it.

Not only did we get to learn more about a fun character from AO Evolution, we also got to learn more about some of the other goings on in the world.

Especially at the end when there were some plot relevant threads referenced.

I definitely enjoyed this book, but I will again state that I enjoy the main plot / storyline more. But with some of the different viewpoints we see from the side stories... it leaves more time for our main necromancer friends point of view.

Looking forward to the next book.

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### **Irene says**

A fine addition although I probably would've enjoyed it more before Awaken Online: Evolution, If only to give me a better sense of Eliza before hand.

My criticisms at this point are that there are no real mentions of people of color in the RPG. Even Skyrim has folks of different colors. I don't mean to have a whole population of blacks or similar; I mean there's not even a mention of an NPC having any melatonin, unless the color is leathernecked. That's just odd.

My second criticism is these are extremely reliant on the readers being experts RPG/RPGMMO gamers. If I hadn't been playing for like decades now, a lot of terms would've slipped past me, like mobs for "mobile object blocks," or basically creatures you encounter while adventuring out.

I'm not saying explaining each one is necessary, but it was done more often in Book 1. This set is my first litRPG (which makes no sense to me, but ok), but I read a lot of Japanese light novels and fantasy/sci-fi and there's generally some explanation, especially since Eliza herself won't know what mobs means, and she might question its use there when used.

Regardless, he's got some good world building going on and the main characters are engaging, except Alex(ion), whose point of view just grates on my smooth Jason POV between chapters. (Again, I know it's important information, but the POV switch when I'm invested in Jason is annoying.)

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## **Scot Northern says**

### **My least favorite of the series, so far**

I loved the other books in the series. Once I completed the previous book, I immediately started this one. I'm sorry to say that I was rather disappointed. Eliza is the least interesting of all of the characters in this series. She honestly just seems like a rehash of the other ones.

While this book was somewhat fun to read, because it provided a different set of magical skills, it moved really slowly and the quests were not the least bit interesting.

Although, the last 10 pages made the effort it took to read this book, worthwhile. I am greatly looking forward to the next book in the series. Hopefully it raises the bar back to where it had previously been set.

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## **Jason says**

The second side quest in the Awaken Online series surpasses the few faults the first side quest book had. Eliza becomes a greatly complex character, matching her relatively simple teenage problem in the real world with tremendous issues dealing with the in-game issues she has with the Hippie and just trying to be happy. The minor characters introduced were relatively few (particularly Alma and Lord Baer), and giving her purpose on an anticipated quest to revive her crush, (or one of her crushes) that she managed to accidentally kill with her carelessness. Her character development in this prequel put her story in a very different perspective than what we're privy to in Evolution. I hope Travis can continue to develop Eliza in an intriguing way, leading to some interesting love triangles between seemingly almost all of our protagonists.

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