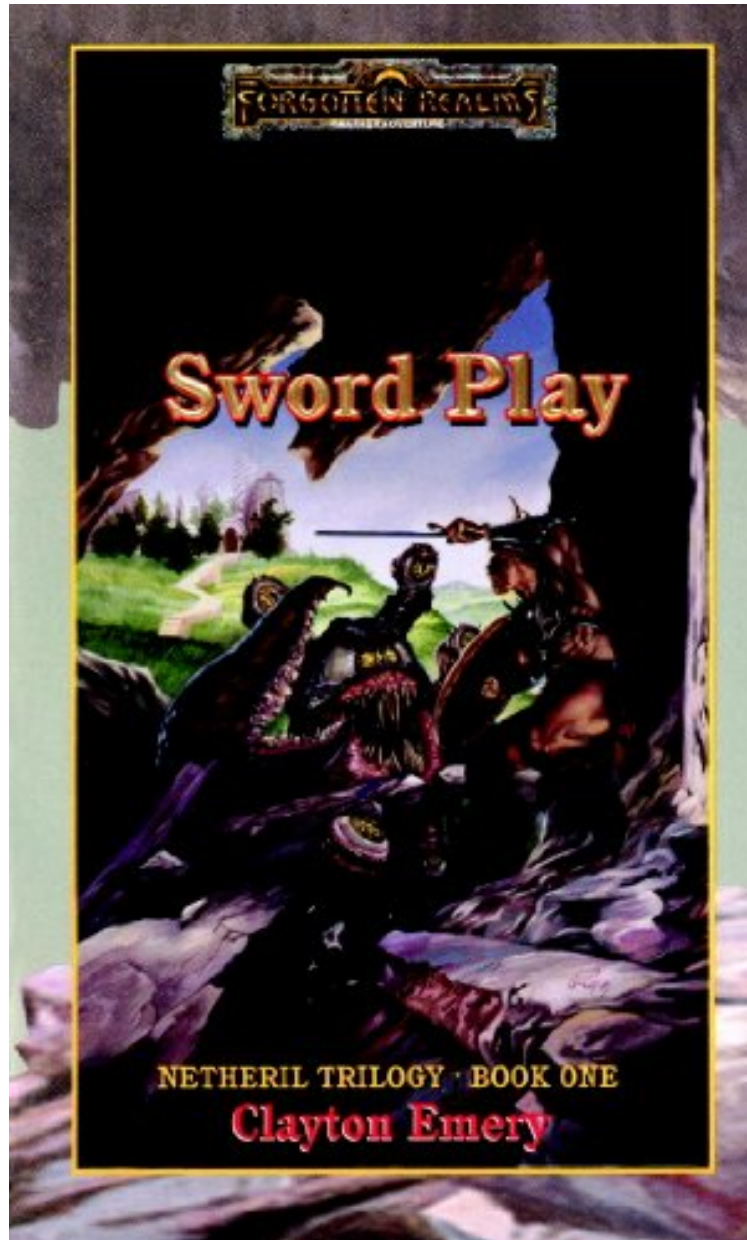


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Sword Play: Forgotten Realms (Netheril Trilogy)

Von Clayton Emery

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Von Clayton Emery : **Sword Play: Forgotten Realms (Netheril Trilogy)** before purchasing it in order to gage whether or not it would be worth my time, and all praised **Sword Play: Forgotten Realms (Netheril Trilogy)**:

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. The

coolest book!!!!!! Von Ein Kunde This book has everything. If you ever want to read a great book, this is it. If you like battles, magic, and creatures from other planes it has it. And if you read this one you gotta read the sequels. In it Sunbright Steelshanks battles creatures sent down by these mages. Their names are Candlemas and Sysquemalyn who are under a powerful archmage Lady Polaris. Sunbright, by trickery, is sent on errands by Candlemas. Well if you want to know more read the book. 2 von 2 Kunden fanden die folgende Rezension hilfreich. One of the greatest books I have ever read... Von Ein Kunde Ya know, every book in the Netheril trilogy is a real piece of art, and this first one is what got me wanting to read the other two. Clayton Emery describes every explosion, cackle, screech, shriek, severed artery and punctured aorta with astounding detail. I could picture every moment in my head. This book is a definite five star book, and I think you should check it out. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Arcane Age and C.Emery, a worthy reading combi Von Andr M. Pietroschek NOTE: I hope I researched the right one, I wrote this about the Trilogy, not just book one of it. Arcane Age The Netheril Trilogy By Clayton Emery REVIEW The three books making this story deliver us one setback yet plenty of solid moments and atmospheric writing and character stylization. Some may be disappointed, as background lore on the Netheril Empire, a legendary, long gone, 300 years past Dungeons Dragons empire is not too much. This is why I mentioned one setback. As a fan of Birthright and free character choices, even this setback was a merit to me personally. Through their cultures and even through time the Barbarian-Soon-Shaman Sunbright and his half-elven girlfriend and companion rogue Knucklebones experience plenty of trials, ordeals and adventures. Especially as both display their spiritual growth and not just the notorious monster killing, which Dungeons Dragons is so compulsively tainted by. The personality forming of young adults was rarely better depicted in that kind of fiction. Social and political struggles and encounters and bloodshed are neither missing throughout the books and compared to other authors the characters and not just the protagonists, are believable. They don't read, as if somebody toyed mindlessly with the cheat-codes once again. That last note was for roleplayers who may have played similar figures and wonder, why even low-skill authors cheat their favorites to be invincible warrior-ninja-wizard types to emphasize how wrong in the head they are for real. A merit of sorts is, that the author, rightfully in my personal opinion, votes for overcoming the own cultural-racism as well, as well as overcoming reactionary mindsets when situations demand it. Elves, Dwarfs and Barbarian-Humans ally, to overcome their own limitations and defend against the orcs and bandits invading their already harsh lands. To give one example. The author as well shows, that nobody is above justice, as even a noble lady wizard can spawn forth unjust, illegal and baleful consequences and orcs, even though born with a cruel pragmatism, have to be encouraged to greater acts of depravity and evil. Cruel Pragmatism, like the note of an orc leader accepting women only, because they are constantly pregnant and orc-babies make a delicious stew, that vile sexist cannibal. :-) One remaining truth is, that there is a fairy tale type of moralist in the trilogy. A sad moment is, that the final is very focused on Sunbright and Knucklebones. Some readers may have wished for more on the other characters through the story. Anyway, this trilogy is a fine reading, if you like to read about an adventurous, low-magic couple and their ordeals, surroundings familial ties. I do not know, if it became transparent, or matters to you, yet this is one of the most positive reviews about DD novels which I ever wrote. Fantasy Fiction, compared to biographical books, holds the advantage of being a timeless piece of work. A saying I read during my learning years...

Kurzbeschreibung Wizard's Wager Thousands of years before the Age of Elminster, dragons rule the skies of Faern, and elves dominate the huge forests that cover the land. Only in the mighty, magical empire of Netheril are men a force to be reckoned with. Bored and haughty in his midair castle, the Netherese mage Candlemas bets fellow wizard Sysquemalyn that a certain barbarian who has caught his eye can survive the most savage tests his friend -- and deadly rival -- can devise. The only rule: The tests must offer the subject some chance to survive, however slight. Of course, "playing fair" is a concept as alien to the wizards of Netheril as "mercy." But the subject of their wager, Sunbright Steelshanks of the Rengarath Tribe, has a mind -- and a will -- of his own. And Candlemas and Sysquemalyn are not the only players in this lethal game of swords and sorcery . . . Kurzbeschreibung Wizard's Wager Thousands of years before the Age of Elminster, dragons rule the skies of Faern, and elves dominate the huge forests that cover the land. Only in the mighty, magical empire of Netheril are men a force to be reckoned with. Bored and haughty in his midair castle, the Netherese mage Candlemas bets fellow wizard Sysquemalyn that a certain barbarian who has caught his eye can survive the most savage tests his friend -- and deadly rival -- can devise. The only rule: The tests must offer the subject some chance to survive, however slight. Of course, "playing fair" is a concept as alien to the wizards of Netheril as "mercy." But the subject of their wager, Sunbright Steelshanks of the Rengarath Tribe, has a mind -- and a will -- of his own. And Candlemas and Sysquemalyn are not the only players in this lethal game of swords and sorcery . . . Synopsis A bold barbarian warrior becomes the unwitting pawn of quarreling archmages in the first volume of a new trilogy set against the backdrop of the Arcane Age of Netheril, the most powerful magical empire in the history of the Forgotten Realms. Original.