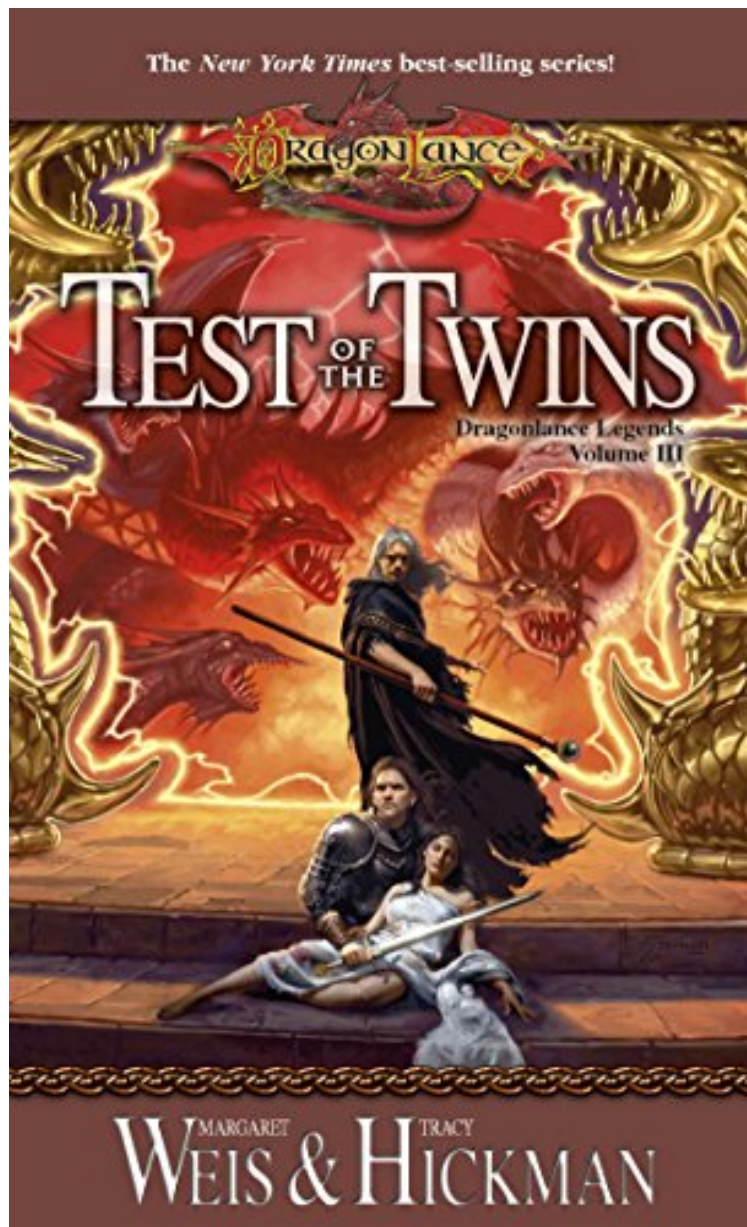


(Pdf free) Test of the Twins: Legends, Volume Three: 3 (Dragonlance Legends)

Test of the Twins: Legends, Volume Three: 3 (Dragonlance Legends)

Von Margaret Weis, Tracy Hickman
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Von Margaret Weis, Tracy Hickman : Test of the Twins: Legends, Volume Three: 3 (Dragonlance Legends) before purchasing it in order to gage whether or not it would be worth my time, and all praised Test of the Twins: Legends, Volume Three: 3 (Dragonlance Legends):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Tja, jaVon Marc StoeberWir haben es ja schon immer geahnt. Seit den guten alten Chronicles war etwas Bedrohliches um den hustenden schwächlichen Raistlin. In dem abschließenden Buch der zweiten Trilogie "Legends" wird die Geschichte rund um Raistlin und seinem Bruder zu Ende geführt. Dabei stehen die Geführten - in erster Linie Tanis, Caramon und Tas - vor vielen Entscheidungen, die auch Opfer verlangen.Hickman und Weis sind außergewöhnlich Autoren des Fantasy-Genres. Sie haben mit der Dragonlance-Reihe ein interessantes Setting geschaffen und weichen in vielen Bereichen von der allgemeinen Norm ab. So treten auch lieb gewonnenen Hauptfiguren ohne große Vorankündigung ab. Jedem Fan der Chronicles Reihe wird die Legend-Reihe auch gefallen. Besonders der vorliegende dritte Band schafft es mit seinem furiosen Ende, den Leser von der ersten bis zur letzten Seite in seinen Band zu ziehen. Für Leser der ersten beiden Legends-Teile ein absoluter Pflicht-Kauf. Allen anderen sei zum besseren Verständnis der erste Teil empfohlen. Insgesamt eine Perle des Fantasy-Genres, welche man sich als Fan nicht entgehen lassen sollte.0 von 0 Kunden fanden die folgende Rezension hilfreich. ExcellentVon Ernest D. DiMicco, Jr. (sparhawk@wpi.edu)You know, some of the greatest things about Weis's and Hickman's writings are the emotional content in their stories. This book details the complex interactions between two brothers torn apart by fate and destiny. Unlike some of the other, lesser, Dragonlance books, the Weis and Hickman books are extremely good at exposing the "torment in people's souls", as a good friend of mine once said. The relationships between Raistlin and Caramon, Dalamar and Kitiara and Tanis, and Tanis and Laurana all are extremely well-done, and it can be seen that much thought went into them. There are no easy resolutions to these conflicts and emotional upsets, leading to a poignancy not often seen in this type of story. All the complexities of these relationships between the different characters make the ending of the book that much more satisfying to the reader. Of course, all the standard fantasy elements are polished until they shine, with enough familiar elements mixed with fantastic ones that the entire story is very believable and very good. Unlike some of the other, more juvenile, fantasy stories, this book and its subject matter are decidedly adult, with emotional content mixed very skillfully with fantastic elements. I heartily recommend this book (and of course the first two in the series) to any person. (Note: Reading the Dragonlance Chronicles trilogy prior to this one is a good idea, as they occur in chronological order).0 von 0 Kunden fanden die folgende Rezension hilfreich. An excellent book.The enchanting tale of the Dragonlance endsVon Ein KundeThe story of the Dragonlance which started in the Inn of the Last Home under the vollenwoods ends in this wonderful book. Raistlin (Caramon Majere's frail twin) opens the mystical Portal to the Abyss to challenge Takhisis, Queen of Darkness. At the exact same time, his twin Caramon operates the magical time-traveling device. The fields of magic shift and collide sending Caramon and his kender friend, Tasslehoff Burrfoot, are sent into an unknown time and place while Raistlin enters the Abyss. Meanwhile the planet the full continent of Ansolon on the planet Krynn is undergoing one of the most destructive wars ever recorded by Astinus. Tanis Halfelven and Caramon take over a giant flying cathedral and had Tasslehoff and a gully dwarf fly the cathedral to the Tower of High Sorcery. Once there Caramon and Tanis went past Dalamar's guardians (Dalamar- one of the most powerful sorcerers in all of Krynn) to find him laying on the ground after being stabbed by the Dragon Highlord Kitiara (Kitiara is the friend and foe of many people throughout all of the Legends and Chronicles). Caramon enters the Abyss to find Lady Crysiana, a powerful mage, laying on the ground next to a burnt stake. Caramon picks her up and searches for Raistlin which he soon finds. Raistlin nearly kills his brother Caramon but is too injured to do so. So he sends Caramon out of the Portal and stands up to Takhisis. The Queen of Darkness turns into a dragon like creature and kills Raistlin. Lord Soth, death knight of Solamnia, and his forces are defeated by Tanis and Caramon. Tanis returned home as did Caramon with his little kender buddy. When Caramon gets home to his wife Tika, Tasslehoff goes into a different part of the house and pulls out his map. Before he does so, he vows his adventuring is over. He looks over his maps and sees a place he hadn't been. He wondered what it was like but remembered his vow. Then he takes out the device and leaves for that city. This is a wonderful book and is definitely worth your time and money to read. Before reading this one read the other Legends if you want to find out who everyone is ahead of time. (there is a little bit of cussing and a lot of violence but is still very good)

KurzbeschreibungDefying the fate that claimed his evil predecessor, Raistlin opens the Portal to the Abyss and passes through. With Crysania at his side, he engages the Queen of Darkness in a battle for the ultimate prize--a seat among the gods.At the same time, Caramon and Tasslehoff are transported to the future. There they come to understand the consequences of Raistlin's quest--and Caramon at last realizes the painful sacrifice he must make to prevent his brother's success. Old friends and strange allies come together to aid him, but Caramon must take the last, greatest step alone.The step into the Abyss.KurzbeschreibungDefying the fate that claimed his evil predecessor, Raistlin opens the Portal to the Abyss and passes through. With Crysania at his side, he engages the Queen of Darkness in a battle for the ultimate prize--a seat among the gods.At the same time, Caramon and Tasslehoff are transported to the future. There they come to understand the consequences of Raistlin's quest--and Caramon at last realizes the painful sacrifice he must make to prevent his brother's success. Old friends and strange allies come together to aid him, but Caramon must

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