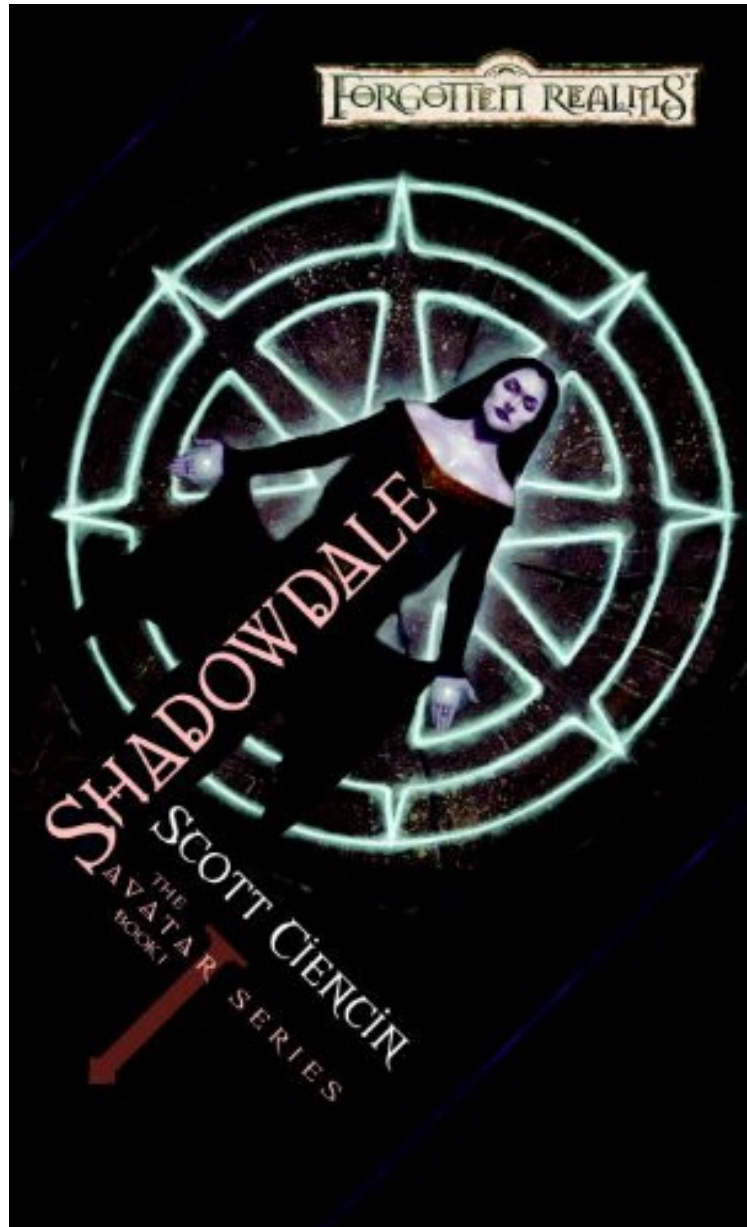


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Shadowdale: Avatar Series, Book I (The Avatar Series)

Von Scott Ciencin

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Von Scott Ciencin : Shadowdale: Avatar Series, Book I (The Avatar Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Shadowdale: Avatar Series, Book I (The Avatar Series):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Basic

history of the Realms Von RPI enjoyed the entire Avatar-series very much as it provides vital background information on the pantheon of the Forgotten Realms and the Time of Troubles. For me as a fan of the FR computer RPGs since the times of the venerable "Pool of Radiance", these novels provide valuable knowledge that helps to flesh out the storyline of the PC-games. I think that the novels don't link 100% with the games though - after all you don't have to kill Cyric in order to claim the Throne of Bhaal. But still, knowing about the Time of Troubles makes the storyline of the Bhaalspawn much more believable. The writing is above average, even though I do admit that the characters are somewhat DD stereotypes: A standard adventuring party consisting of a fighter, a mage, a rogue and a cleric. Right down to Cyric's preference of back-stabbing tactics, this seems to be taken directly from a DD rulebook. Apart from that - a fun read. 1 von 1 Kunden fanden die folgende Rezension hilfreich. where it all starts Von Ein Kunde This is a fabulous book. Who would ever think that the gods will be punished? But they are and so they have to walk the realms. Magic becomes unstable and clerics lose their powers. Mystra is held captive by Bhaal and Myrkul. And the tablets of fate are lost. So we need heroes! But do we expect such characters? What happens if gods are destroyed? This is such a great book, because the idea of weak gods is so new and strange. The gods lost most of their powers but still struggle for dominion. The realms are changed! No one knows what will happen next. Great! 1 von 1 Kunden fanden die folgende Rezension hilfreich. A good fun read, not too heavy, a beginning to Faerun Von Ein Kunde This book sets, what I believe, to be the beginning of the Forgotten Realms novels. For a first reader, I would encourage them to start here. The characters are realistic and the plot was fairly strong. Sometimes I feel there were a little too many skirmishes, but I guess that is because of the chaos in the Realms. To some of the other comments listed; 1. I think he wrote this while playing DD. And don't be so bold to think you would do better!

Kurzbeschreibung An all-new digital version of one of the key titles in the entire Forgotten Realms novel line. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series will have a cohesive cover design and all-new art. This title was originally released underneath the author pseudonym Richard Awlinson. When the gods are banished from the heavens, they must travel through Faern in the guise of mortals. When four companions, last survivors of the Company of the Lynx, find themselves in possession of a mysterious amulet, they must escape death at the hand of Bane, god of murder. When magic itself runs wild, no one can say that the most innocent of spells will not destroy the world. **Kurzbeschreibung** An all-new digital version of one of the key titles in the entire Forgotten Realms novel line. At the time of its original release, this series presented key events that impacted the entire Forgotten Realms world, and the effects of those events are still felt in current novels. This re-released series will have a cohesive cover design and all-new art. This title was originally released underneath the author pseudonym Richard Awlinson. When the gods are banished from the heavens, they must travel through Faern in the guise of mortals. When four companions, last survivors of the Company of the Lynx, find themselves in possession of a mysterious amulet, they must escape death at the hand of Bane, god of murder. When magic itself runs wild, no one can say that the most innocent of spells will not destroy the world. **Synopsis** The first of an adventure trilogy, "Forgotten Realms". Three adventurers, desperate to escape their dark pasts, search for a magic-user. The only one willing to join them is Midnight, who is escaping from the Gods who hold her responsible for the death of the magus of the Forgotten Realm.