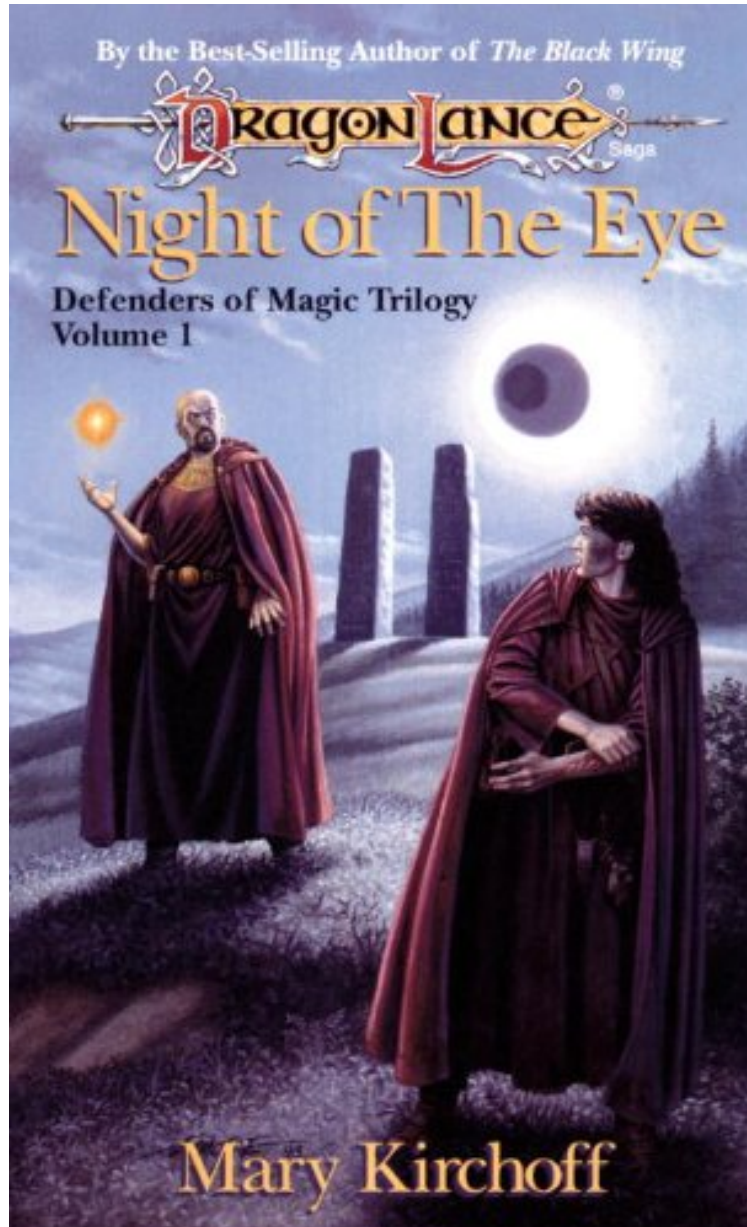


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Night of the Eye: Defenders of Magic, Book 1

Von Mary Kirchoff

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Von Mary Kirchoff : Night of the Eye: Defenders of Magic, Book 1 before purchasing it in order to gage whether or not it would be worth my time, and all praised Night of the Eye: Defenders of Magic, Book 1:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. After the

first few chapters, this book becomes very real. Von Ein Kunde I am an old fan of ADD and have loved it ever since I got Pool of Radiance for my old C-64. This is an excellent book for children who don't like to read much but have a good imagination. The world of Krynn is very realistic and the plot has some deep messages. Guerrand Dithon is a lot like are present day teen in many ways in that he struggles with what he thinks he should do with his life and has to deal with many pressures and coercion from his family. He finally finds his own path and infuriates his family in the process. He also has to deal with an abusive older brother and the shame his family brings him. I would recommend this book especially to anyone who likes to play the board game. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Great Intro to the Magic in Krynn. Von Nobi This book provides a lot of information about the three orders of magic in Krynn. A vague story of the Cataclysm and the Lost Citadel is told well in this story. For the storyline, I found it pretty interesting. There are several plot twists, which reveal what actually happened in the previous chapters. The author, Mary Kirchoff, describes objects in the story very well, which makes the readers imagine the world better. The characters' feelings are all very different, not just one or two similar characters. Overall, I thought this was a very well-written book for starting Dragonlance readers and the experienced one. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Great story; a great addition to the DL world Von Ein Kunde This book does not take the turn of the usual Dragonlance books, meaning it does not contain any spells from Raistlin or borrowing from Tas. BUT this book and the entire trilogy is an exceptional addition to the Dragonlance world. I greatly enjoyed this book, and series, due to the fact that I love the world of Krynn for its magic and this book is full of it! Magic that is! This series opens the door for a new set of magicians and a new order of magic. I highly recommend this book and this series to any fellow magic lovers that frequent the world of Krynn

Kurzbeschreibung Magic at its peak! It will soon be the Night of the Eye, a rare time when all three moons align in high sanction over the lands of Krynn. On the eve of Guerrand DiThon's political marriage to a rival family, the young noble is visited by a strange, powerful mage who knows more about him than he does himself. Seduced by promises of wizardly might, Guerrand slips away beneath the triple moons and journeys for the Tower of Wayreth. No one thinks he will survive the deadly trek to the tower, but he does. It's only then that Guerrand realizes that he has made many enemies in his journey. One of these foes would not only see Guerrand dead, but the three orders of sorcery destroyed with him. From Library Journal Set in the Dragonlance role-playing universe and focusing on the mysterious Order of Red Robes, this series opener highlights a young man's struggle between his family's expectations and his own ambitious dreams of magic. Copyright 1994 Reed Business Information, Inc. Kurzbeschreibung Magic at its peak! It will soon be the Night of the Eye, a rare time when all three moons align in high sanction over the lands of Krynn. On the eve of Guerrand DiThon's political marriage to a rival family, the young noble is visited by a strange, powerful mage who knows more about him than he does himself. Seduced by promises of wizardly might, Guerrand slips away beneath the triple moons and journeys for the Tower of Wayreth. No one thinks he will survive the deadly trek to the tower, but he does. It's only then that Guerrand realizes that he has made many enemies in his journey. One of these foes would not only see Guerrand dead, but the three orders of sorcery destroyed with him.