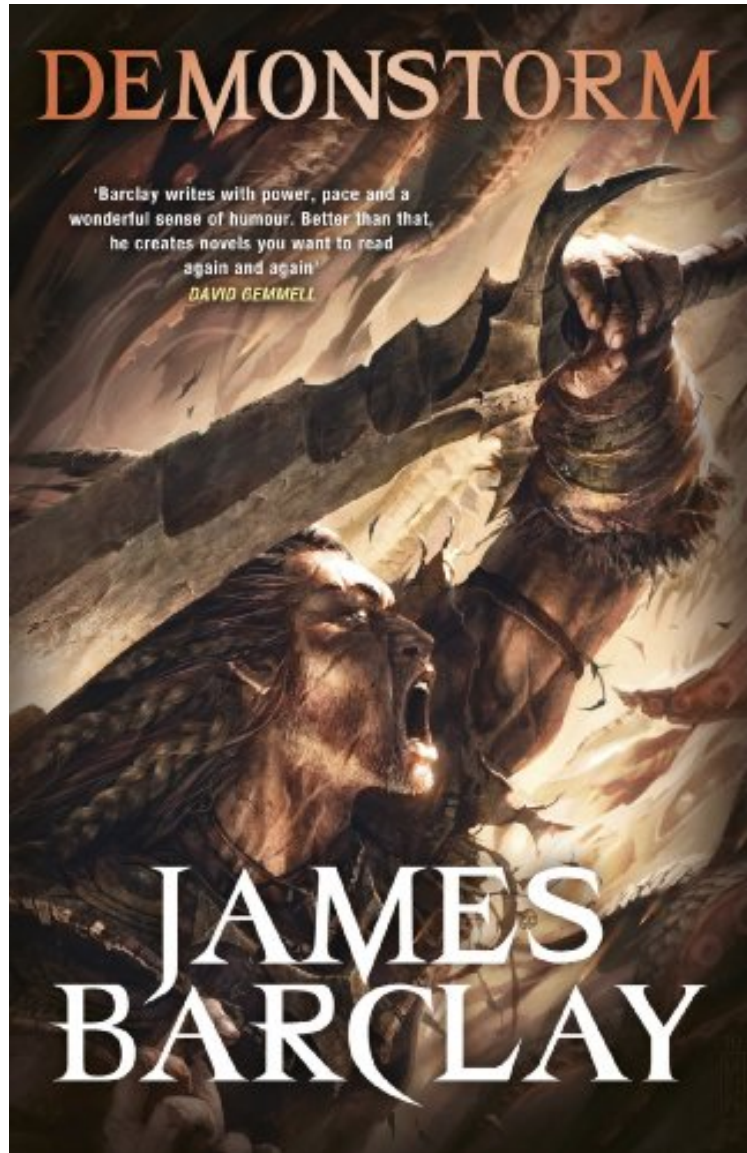


[Download ebook] Demonstorm: The Legends of the Raven 3 (English Edition)

Demonstorm: The Legends of the Raven 3 (English Edition)

Von James Barclay

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Von James Barclay : Demonstorm: The Legends of the Raven 3 (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Demonstorm: The Legends of the Raven 3 (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Unerwartete Details und auch ein unerwartetes EndeVon Oliver Von SpreckelsenXetesk versucht sich an unausgereifter Magie und bringt damit ein Unheil auf Balaia herab, dass vom Ausma alles andere bersteigt, was wir in

den vorigen Bchern erlebt haben... und das soll was heien. Aus dem Titel des Buches lsst sich darauf schlieen, dass es bei dem Unheil um die Dmonen geht, die auch schon in frheren Bchern um die Seelen der Lebenden buhlten. Davon bekommt der Raven aber nichts mit, als sie sich ins Exil begeben, nachdem sie im vorigen Band wieder alles gerichtet hatten. Die grte Berraschung ist ein Zeitsprung von 2 Jahren, bevor die Helden der Gefahr auf Balaia gewahr werden und sich daran machen, wieder einmal die Welt zu retten. Inzwischen kennt man die Charaktere (auch die Nebenrollen) recht gut (wenn man die anderen Bcher gelesen hat, natrlich). Konsequenterweise schreibt Barclay, was passiert, wenn man mit bermchtigten Dingen spielt, und was fr Auswirkungen so etwas hat. Das Ende ist dann doch unerwartet. Viele Kmpfe, es werden wieder Plne geschmiedet, Allianzen zwischen ehemaligen Feinden geschlossen. Mittlerweile braucht Barclay die verschiedenen Handlungsebenen, um das Ausma der Bedrohung überhaupt darstellen zu knnen, ein Stilmittel, das ich viele Bcher lang kritisiert habe. Kann ich das Buch empfehlen? Ja, aber nur fr Leute, die die anderen Bnde vorher gelesen haben. 0 von 0 Kunden fanden die folgende Rezension hilfreich. far too detailed Von Carlo Menzinger having read all of the preceding stories this one is inevitable to know about what's finally going to happen to the Raven. Good message: you get to the end of the story - all questions answered. Not so good message: to get to the end is from chapter 23 (approximately halftime) hard work. The fighting is described far too detailed. Really - there comes a point when everybody gets to know the way the characters fight. It doesn't give any added value to read it again and again and again - it only slows the story. The story itself is pure fantasy - everyone we met in the former stories is in it: demons (the aggressor this time), the colleges with the main characters, the dragons, elves and of course the Raven. But for me (having read all of the former books) it became tiring in the end - somehow nothing new happened. I had to fight my way through the book. Without the first half I would (mercifully with respect to the whole work) only have granted two stars. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Heroes amongst heroes Von Andr I haven't read the preceding "the raven"-novels, but did not get the impression that this would have been beneficial - characters all come with a short introduction. To be brief, all are heroes. Millennial heroes. Heroes with a big H. They do hero-deeds and say hero-words. Character interaction and -development are crude and foreseeable. What makes the book fun to read is the scope and pace of the story. what Clancy did for 20th/21st century warfare-novels, Barclay does for high fantasy rescue-the-world novels. suspension of disbelief is a must, then you might enjoy it.

Kurzbeschreibung Legends of the Raven: Three WHAT PRICE VICTORY? The Raven have kept their promises, but fate has not finished with them. As the war between the colleges of magic rages on, one man sees his chance for revenge. Balaia is already in flames ... as Tessaya, Lord of the Paleon Tribes, unleashes his horde on the Dark Colleges. Dystran, Lord of the Mount, faces certain defeat at Tessaya's hands. He may be cornered and desperate, but he refuses to be beaten; so he turns the unthinkable power of his dimensional magic on his enemies... and tears the veil between the realms, allowing a vast, predatory even to catch the sent of the countless souls of Balaia. It's possible not even The Raven can save them now de Demonstorm is the sixth world-saving exploit of James Barclay's heroic-fantasy "Mission Impossible" team, The Raven - first seen in his 1999 debut novel Dawnthief. Again the war-ravaged continent Balaia is in big trouble. Bigger than ever. Attacked for excellent reasons by the barbarian Wesmen, the magical college of Xetesk desperately misuses its doomsday weapon of "dimensional magic", and tears a hole between realms. Endless hordes of demons come swarming through, eager to make Balaia their new home. No ordinary weapon will kill them, but they can drain human souls with just a touch. The odds are, as always, impossible. Meanwhile, after dealing severely with impostors who took their name in vain, the weary, scarred survivors of The Raven have given up war and retired to the sunny southern continent. You can't run away from the end of the world, though, and more than one world faces extinction. The demon beachhead threatens the realms of the dragons and even the dead: "You know how I said The Raven would never ride again? Seems I was lying." Barclay pushes his characters to the ragged edge and beyond, as they fend off inexhaustible demon armies, suffer heavy losses in nightmare treks across occupied territory, and weaken day by day while the enemy grows ever stronger. One mad possibility remains, a commando raid into the demon dimension where their strength is greatest. The tension is unremitting, the action unsparing. There's less room for Barclay's usual glints of humour in the long slog of fighting for what any sane mercenary should recognize as a lost cause. Still, The Raven has always managed to win through, though at great cost. Demonstorm battles its way to an appropriate finish, and delivers the goods--though this must surely be The Raven's last adventure. Edge-of-the-seat stuff.--David Langford.co.uk Demonstorm is the sixth world-saving exploit of James Barclay's heroic-fantasy "Mission Impossible" team, The Raven - first seen in his 1999 debut novel Dawnthief. Again the war-ravaged continent Balaia is in big trouble. Bigger than ever. Attacked for excellent reasons by the barbarian Wesmen, the magical college of Xetesk desperately misuses its doomsday weapon of "dimensional magic", and tears a hole between realms. Endless hordes of demons come swarming through, eager to make Balaia their new home. No ordinary weapon will kill them, but they can drain human souls with just a touch. The odds are, as always, impossible. Meanwhile, after dealing severely with impostors who took their name in vain, the weary, scarred survivors of The

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