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Dave Morris

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#143938 in Books 2014-08-20Original language:EnglishPDF # 1 8.50 x .78 x 5.50l, .88 #File Name: 1909905186346 pages | File size: 71.Mb

Dave Morris : The Demon's Claw (Blood Sword) (Volume 3) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Demon's Claw (Blood Sword) (Volume 3):

3 of 3 people found the following review helpful. Best entry in the Blood Sword series; best gamebook written.By Scouser70The middle book in the epic Blood Sword campaign is the longest of the series, coming in at almost 600 sections. Back in the 1980s when this series was first published I don't remember any other gamebook coming close to this number of sections. More than that, however, is that The Demon's Claw is perhaps the best gamebook in the

Blood Sword series -- and that is saying something as every book in the series stands head and shoulders above any other series. The story moves from the frozen wastes of book 2 in the series (The Kingdom of Wyrd) to an Arabian Nights setting that is just absolute fun from beginning to end. Every set-piece encounter is memorable, but the interaction with a genie stands as a highlight. I was actually laughing out loud at some of the dialogue. How many gamebooks can that be said about? And it ends with one of the most memorable "cliffhangers"....taking you into the next book in the series (Doomwalk)The opening of the book presents you with different choices based on character class, so there is a lot of replay value here. It is one of the few gamebooks that I have actually returned to in order to see how different choices play out. And each time you encounter some new and fresh. The overall scope of the campaign is immense. There is a lot of travel to different locations and even the "dungeon crawl" part at the end of the book is interesting. As with all the book in the Blood Sword series, this can be played either solo or with four people controlling each character. You can also control all four characters yourself. In this book having all four characters along (warrior, trickster, sage and enchanter) is advised as completing the book will be somewhat easier. Playing as a solo character will be a challenge to say the least. All in all this book is an amazing experience. If you play with friends it will feel like a you've gone through an actual RPG experience. Of course, that's the great strength of the Blood Sword series, kind of a bridge from the gamebook world to full-blown RPGs. As such it is more rules heavy than other gamebooks, but that is what makes the series exceptional. Any fan of gamebooks should treat themselves to this amazing adventure. But given the cliffhanger The Demon's Claw ends on you'll probably want to buy the next installment in the series....Doomwalk!

The darkest hour approaches To recover the final fragment of the Sword of Life, you are forced to make an uneasy alliance with the exiled prince who seeks its twin, the Sword of Death. The next phase of your quest takes you through the alleyways of the city of Crescentium, where assassins lurk in the shadows and fanatic crusaders are vigilant to mete out punishment to any who break their harsh laws. But mortal foes are not your greatest threat. You must embark on a ship that voyages between worlds, face jinn and fire wizards, and contend against the still-powerful remnants of forgotten gods. In this land of sorcery, you will encounter terrors and wonders more fabulous than you have ever imagined until your ultimate destination, the very shores of Life and Death, where you come face to face with your greatest foe. Blood Sword can be played either solo or in a team of up to four people, providing the most exciting challenge yet in fantasy adventures, combining the best of role-playing, novels and tabletop games. What reviewers say: A lush and gorgeous campaign, one of the best I've played Without exaggeration, the finest entry in the best 'ongoing story' gamebook series ever crafted A grand adventure. Ends on an absolutely awesome cliffhanger that leaves you just gasping to read the fourth book in the series..."

About the Author Dave Morris is a videogame designer, comic book creator, scriptwriter and best-selling author. He has written more than two dozen choose-your-own style gamebooks, including the acclaimed Fabled Lands series with Jamie Thomson, with whom he co-created Dark Lord: The Early Years, and a Kirkus-star-winning interactive version of Mary Shelley's classic Frankenstein. His graphic novel epic Mirabilis: Year of Wonders is being serialized in both print and digital editions.