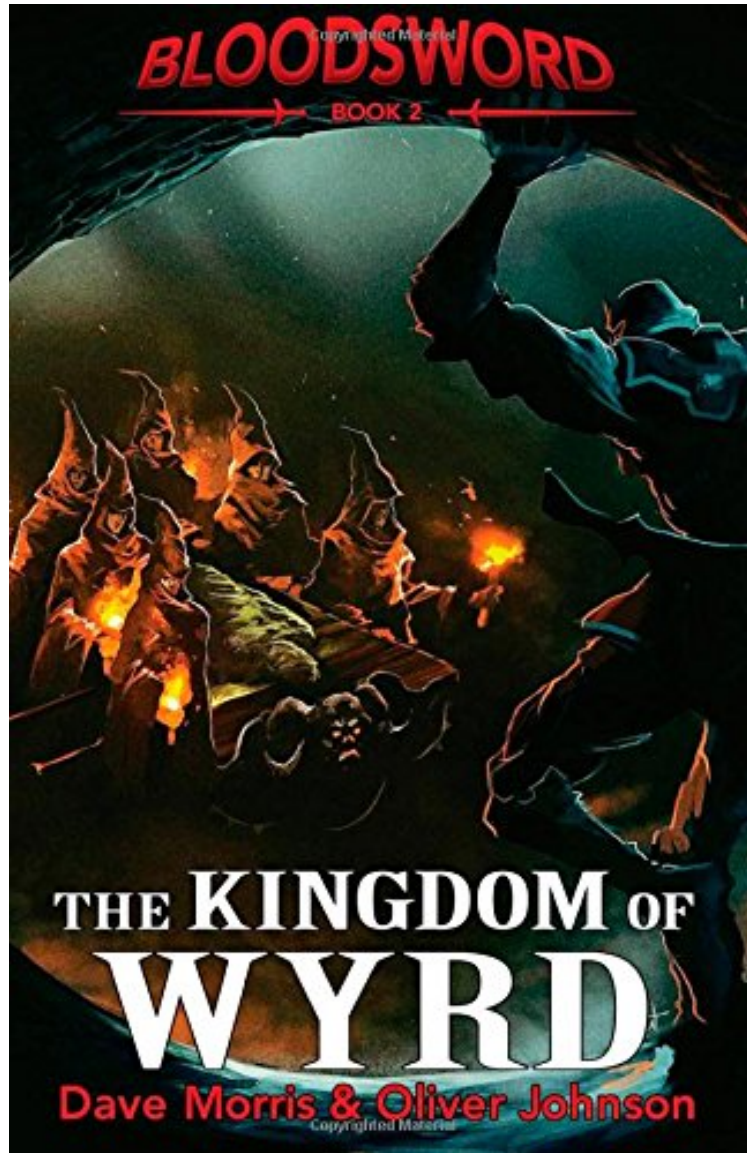


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## The Kingdom of Wyrd (Blood Sword) (Volume 2)

*Dave Morris, Oliver Johnson*  
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**Dave Morris, Oliver Johnson : The Kingdom of Wyrd (Blood Sword) (Volume 2)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Kingdom of Wyrd (Blood Sword) (Volume 2):

3 of 3 people found the following review helpful. Book 2 in easily the best gamebook series ever!By Scouser70The second book in the Blood Sword series is where the story arc begins that links all five books in the series. In this sense you could start with book 2, but I would strongly recommend beginning with book 1 (The Battlepits of Krarth) to experience what many regard as the best gamebook series from the 1980s.The Kingdom of Wyrd is a move away from

the traditional "dungeon crawl" of book 1. The neat thing is that there are multiple paths to completion. Having completed a second read through, making some different choices, you do certainly get a different "experience." As with all of the books in the series the writing is absolutely top-notch and its denouement is not necessarily your traditional gamebook ending....but to say more would be giving spoilers!As with all the books in the series, you can play it solo (as one of four character classes) or four people can play one character each which gives you more of a RPG feel to it, along with experience points and leveling. Actually, I guess you could have five players with one taking on the role of the reader/GM. The tactical maps in these revised editions are much more useful too, so you even get some table-top miniature strategy thrown in there too. The bottom line is that this book -- and the entire series - is so much more than your typical gamebook. It's also great way for a group to get a quick RPG experience if time is limited, but it also serves as a likely gateway to full-blown RPGs (Note: the Dragon Warriors RPG has the same setting as the Blood Sword gamebooks and seriously if worth checking out!)Buy this book, and when you do you will want the complete series, just to see where the incredible story weaving through the books takes you.0 of 0 people found the following review helpful. Five StarsBy Michael MoralesFinally back in print and you don't have to pay a 100.00 for a beat up used copy.

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. The Warlock King holds the land of Wyrd in thrall. His tyrannized subjects live in perpetual fear, knowing that he can see into their dreams and kill them while they sleep. But now an ancient prophecy has brought outsiders from beyond the shores of Wyrd. You seek the lost hilt of the Sword of Life. To claim it you must find the Palace of Eternal Dusk and there confront the Warlock King. It is a struggle which will test the limits of your courage and skill, for the nightmares you must face will be shaped from the darkest corners of your own subconscious mind. \* \* \* What reviewers are saying about BLOOD SWORD: Real effort has gone into the world-building and characterisation of this series. A lot of really cinematic elements. A memorable story, along with a memorable game-playing experience. Long paragraphs and detailed descriptions add to the atmosphere. There are multiple paths to victory, and each path will provide you with differing challenges. The atmosphere is fantastic. From the snow-capped landscape to the fear of constantly being stalked by minions of the True Magi, this campaign is very gripping, with great evocations of the senses of claustrophobia and urgency.

About the AuthorDave Morris is a videogame designer, comic book creator, scriptwriter and top-selling author. He has written more than two dozen choose-your-own style gamebooks, including the acclaimed Fabled Lands series 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.