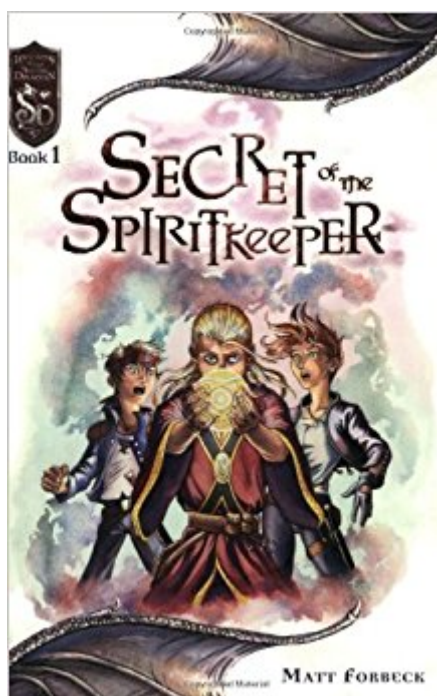


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Secret Of The Spiritkeeper (Dungeons And Dragons: Knights Of The Silver Dragon, Book 1)



Synopsis

The first title in an all-new series for young readers, complete with its very own book club! Search for the Spiritkeeper launches a new series of adventures written specifically for readers ages 8-10. Sized to fit the young reader market, the series features a group of young companions who, through their heroic deeds, become members of the Order of the Knights of the Silver Dragon. This opportunity will be extended to readers of the series as well through the Knights of the Silver Dragon book club. Young readers are encouraged to join and participate in the club, and in turn they will receive free giveaways, special correspondence, and other benefits. The club will be emphasized in the floor display for this title, which will showcase a promotional silver dragon miniature available free with purchase. Fans will also be encouraged to interact with the club through a special website.

Book Information

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Customer Reviews

Gr. 3-5. In the first book in the Knights of the Silver Dragon series, two young brothers join forces with a brave girl to discover what has happened to the eldest boy's magic teacher. The setting of this light fantasy is vaguely medieval, but the characters mostly use contemporary American idiom (for example, dad and mom). Although the action is fast and schematically logical, offering few surprises, the intended audience may be new enough to fantasy literature that being able to predict twists and outcomes won't prevent them from enjoying the journey. The book doesn't end with a cliffhanger; that's probably good, as different authors will write future volumes in the series. The black-and-white sketches break up the text but do little to advance either plot or mood. Francisca GoldsmithCopyright © American Library Association. All rights reserved

Dungeons and Dragons is the legendary tabletop RPG which has entertained countless geeks across the generations and has inspired countless works of fantasy. Among them are hundreds of novels. One of them is the children's series Knights of the Silver Dragon. The Good: While Bookworm is not familiar with Dungeons and Dragons, the appeal of it is very strong. This book contains many familiar fantasy elements and from what can be gathered from reading about, contains many classic characteristics from the tabletop game, a quest into the dungeon with a wizard and thief and a warrior, all the stuff fantasy lovers love! The characters are memorable. They manage to have distinct personalities that are ripe for exploration in later volumes of the series. While the character of the boy's father, The Watch Captain is unlikable it is more on personal level as a literary character he does possess some depth as being the overworked father who lacks time to really raise his sons, with the passing of their mother. The Flaws: Unfortunately the book has a lot. The fact remains, while this may entertain younger readers as per its intended audience, older readers such as Bookworm, may find it increasingly hard to swallow the fact that these prepubescent kinds are the big heroes. It is fine when you the reader are ten or twelve, but these kids going through mortal peril without any sort of guidance whatsoever is quite hard to believe. "Adults are useless" is a common trope but what is also common are children simply lacking the discipline and skill in order to pull off an epic quest. Also due to the franchise's age and popularity certain elements contained in the story may now appear to be cliché in fantasy literature. While reading it, many elements did not appear to be unique, knights, goblins, wizards. While those things can be cool, in this book they seemed like boring tropes, likely because they were done in familiar manner. Also, the pacing seems off. Being a children's book it is very short almost a novella. While novella's can be just as good as novels, care needs to be taken so that the story doesn't feel rushed and that happens in this book. A lot happens in a very short time and due to that it can get a little confusing. The characters are not given a lot of time to be fleshed out and you get the impression that all the events in this book takes in place in twenty minutes. This is a fantasy but the compressed timeline is pushing it. Final Verdict: For new readers as in younger readers, it's pretty harmless and a good solid read. For seasoned fantasy readers, it is probably not the best introduction to the Dungeons and Dragon's Library. Three out of Five Stars. For Reviews and More Visit jordan.danbrantley.com

This is the first in a series fantasy novels for young readers ages 8-12. Separate authors write the

books, and it will be interesting to see how the characters vary. The first tale, *Secret of the Spiritkeeper*, is set in the village of Curston. Fourteen-year-old Kellach is studying under the great wizard Zendric. He's not a bad apprentice, but lacks confidence and the attention span needed. Also, Kellach is still so new to the world of wizardry that he only knows a few baby spells, nothing that could get him into any trouble. Well, not much anyway. Kellach and his 12-year-old brother Driskoll are on their way home when they meet their good friend Moyra. A band of half-orc is chasing Moyra. Kellach performs a little magic and distracts the lead half-orc, Kruncher. Luckily for all three of them, they are out past curfew (a time when not a soul travels the Curston street if they want to see daylight) and wind up in front of Curston's magistrate, Lexos, who lets them off with a warning. On the way to school the next morning, Kellach and Driskoll discover the body of the great wizard Zendric. His body is there, but Kellach notices that the globe he has been warned against has disappeared. And inside the globe is Zendric's spirit. Kellach knows that if he, they, can find the globe in time that they can return Zendric's soul and thereby restore Curston's most-respected wizard. What follows is the adventure the threesome has as they begin their search. Like their heroes, the Knights of the Silver Dragon (an order long decimated during the Sundering of the Seal), the little band they overcome many obstacles, acting brave when they much rather be at home studying in front of the fire. Along the way they travel outside the city into the ruins of the old city that meet with fortune hunters, enter the old city and climb into the Dungeons of Doom where they meet such creatures as an owlbear, goblins and the goblin-king and zombies. It's a rip-roaring tale that is sure to delight anyone who reads it. *Secret of the Spiritkeeper* reminded me a little of Harry Potter. And although I'm probably the only person on the planet who doesn't like Harry, I did get a kick out of Kellach, Driskoll, and Moyra. They were more human and seemed more age appropriate. *Secret of the Spiritkeeper* is a self-contained novel that doesn't require a commitment to the other three novels in the series to enjoy this one. In fact, that's probably the biggest drawback of this book. There's no need to read further. On the other hand, it will be interesting to see if the little band can reconstruct a real Knight of the Silver Dragon origination.

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