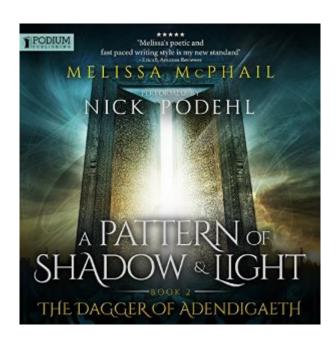
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The Dagger Of Adendigaeth: A Pattern Of Shadow And Light, Book 2





Synopsis

At long last, the reason for the blessed Adept race's decline has been discovered: powerful beings known as Malorin'athgul are disrupting the Balance and preventing Alorin's Adepts from awakening to their gifts. Who are they? Where are they? And how can they be stopped when they wield a power meant to unmake the universe itself? In T'khendar, Prince Ean val Lorian has forsaken his companions in blood and battle to join the traitorous Fifth Vestal in T'khendar in the hopes of gaining some insight into the tragedies that plagued his return. Now, he must confront the man he's long thought of as his enemy and discover the role he is meant to play in the First Lord's darkly magnificent game. The Vestal Raine D'Lacourte has followed his traitorous oath-brother, $Bj\tilde{A}f\tilde{A}\P rn$, through six kingdoms and into the distant realm of T'khendar seeking explanation and atonement. But the condemned realm harbors shocking secrets, and Raine soon realizes he's facing his greatest enemy yet - not in Bj $\tilde{A}f\hat{A}\P$ rn, but in the truth. Elsewhere in Alorin, the young truthreader, Tanis, faces a new villain in the fiery-eyed man he followed from the caf $\tilde{A}f\hat{A}\odot$ in Rethynnea; the soldier Trell struggles to reconcile his growing feelings for the girl he rescued from the river against the guilt of his unknown past; and in Tambarr $\tilde{A}f\hat{A}\odot$, another truthreader named Kjieran van Stone treads the incense-filled hallways of the Prophet Bethamin's temple, hoping to uncover a plot of treachery and betrayal before the Prophet demands his soul. The time has come for each player to claim his role in the First Lord's masterful game. All will be tested, but only time will tell how many can survive the dagger of Adendigaeth.

Book Information

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Literature

Customer Reviews

One problem with a lot of fantasy is that the author starts too many threads and fails to interweave them into a coherent whole--resulting in long sections where you're reading from one person's perspective and you really wish you were listening to someone else. This does NOT happen with Melissa McPhail. I'm so impressed by her skill to balance each of the tales in book, to be able to play the different parts off of each other to greater effect. Pros:(i) I love the bad guys in this book! The easy way to make bad guys more interesting is simply to make them more relatable e.g. a sob story about how they turned out the way they are. But this isn't what McPhail does! She makes us appreciate the alienness of the enemy's philosophy. These philosophies are not set out as strawmen but are critically analyzed. We really are forced to question comfortable morals (I think my favorite philosophical point from the book was whether or not "right" depended on the time point at which we chose to assess the effect of our actions). Pelas and Isak have become two of my favorite characters.(ii) The plot and pacing are extremely well executed. We continue to get some guite original recastings of familiar storylines, my favorite being Kjieran's.(iii) Raine's story in Book II was really well done--how does a man reconcile with his failures and move on? I think this could easily have devolved into long pages of whining and self-pity, but McPhail doesn't do this and we get what is fittingly Raine's way of dealing with his mistakes. Cons:(i) I was actually sort of disappointed with character development for some of the old characters from Book 1 especially Trell and Bjorn.

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