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# Shadows: Nightlord, Book 2



## Synopsis

"I've awakened in a stone box about the size of a large coffin.... I'm filthy, everything aches, and, by the various so-called gods, I smell awful. I've woken up in worse places. Hmm. What does that say about my life choices?" (Eric, amateur magician, part-time vampire, and accidental king) It's not easy being king. Especially when you've got an allergy to sunrise and sunset, a fire goddess for a mother-in-law, demonic adversaries, random assassins, and a basement full of insecurities to cope with. Add to that his daughter, the fire priestess/princess; a couple of lightly deranged professional magicians; a whole city full of wizards; and enough squabbling princes to resemble a kindergarten argument. It's enough to make a man want to just go home. Luckily for Eric, he has the world's fastest pet rock, a smart-mouthed sword, and a horse that not only understands him but likes him anyway.

## Book Information

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## Customer Reviews

As with the first book in this series, it's a good "value" (price vs. content length), though the book is nearly twice the length it should be. I'd advise the author to find a good content editor to assist in making this something more than a "daily diary" with over-extensive emotional overtones. The author did throw in obvious political, etc diatribes from his own conceptions/misconceptions, though it wasn't too extensive or too distracting. As readers are looking at this book within a Fantasy/Science Fiction context, I would hope the author keeps (his) personal theories and observations to a minimum. A little too much foreshadowing, especially towards the book's end, though "telegraphing"

might be a better word for something thrown into the (reader's) face. Also, far too much time spent on emotional conflicts -- the reader should be aware of them through character actions, interactions, and (some) internal dialog -- pages and pages of rehashing conflicts disrupts the story, throwing the reader out of the story's rhythm. The references to "Doc Smith" and "Sir Terry Pratchett" (among others) was appreciated. A very interesting multi-world take, though scope-limited, with "portals" limited to a single planet (though of a varying nature) rather than entire "universes". Also, an interesting "take" on energy levels, and the beings that occupy those levels. The story, in general, kept me interested, though the excess dialogue, "red herrings", emotional diatribes, etc threw me out of the story far too often. I'll rate this as 4- from my perspective, though proper treatment of the concepts and storyline (rewrite) could boost this into the 5's...

Good book. Very late and not in the same vein as the first book. Very predictable ending, the foreshadowing was just too thick. Spent too much text building, not enough doing. The final quarter of the book had the main character just flirting with the concept of finishing the story.

Not gonna lie, that ending left a certain part of my anatomy very, very blue. You know, "Oh, this is so good. Yeah, almost at the end. Only 2% until I'm done, just a little more...no...no...NO! COME ON!" Multiply that empty feeling you felt after the last book's ending by two or three times, add in a little of that feeling when you first realized there wouldn't be any more real Harry Potter books, subtract like 20%, then you'll have a pretty good idea of what this one's ending is like. It hurt even more because of all the interludes that essentially laid out how the book was going to end from the beginning. Other than that, I liked it. Maybe a little heavy on the exposition, but you can probably just skip until you see dialogue again if you hate that stuff. Not everyone appreciates, "So, that's why the ratio of blahblah to jinglejangle is 11.9 times the transverse of the yellow soul sucking laser beam machine. Garblegarble, vampire, Mother of Flame, tendrils."

Good points: Amazing value for money. The length and quality of the book exceed many authors who ask \$10 or more. No moral wishy washyness. Interesting plot up to the 80% mark. Lots of problems for our hero to overcome - mostly this is by applying engineering to magic. Bad points: Secondary characters are rather 1D. The Hero did most of his growing in book one and is now overpowered. Hero's team is all powered up by him and the bad guys are massively over-matched. Not much to overcome for our hero he almost seems to just be running through a jobs list. The ending is possibly the worst ending I have ever read. The entire last two or three chapters is

just about our protagonist charging off alone into a trap when the preceding 1/3rd of the book was about him not doing that and instead acting as a king and accepting/building up his support. The author could have finished the book at the 30% mark because nothing that happened after that had any affect on the ending. Very hasty feeling and rather ruined the rest of the experience.

I wanted to live this book. The first of this series was great. Thought the story the main character strives to better the everything around him and reflects on the decisions he has made. However just like the first everything the main character builds throughout the story comes to a dismal end. The end of this novel made me want to throw my phone against the wall. I feel like a just waisted hours of my life reading a great story only to have it end in the nonsensical way. It is a good series it's worth a read maybe you will enjoy the ending because I sure as s\*\*\* didn't.

The second book not so much. It rambler on for so long that I couldn't stay focused on what was going on at many points in the story. The only reason it was not horrible is because the sarcasm & humor was great as in the first book. I'm not real sure what the author was trying to accomplish with this second book. Sigh

I really liked the first book in the series, and eagerly launched into this one after a cliff-hanger ending. This one was not as good, but you get so invested in the characters that you forge onward - like War and Peace except less classic and a lot less Russian. Eric/Halor has lots of great ideas for improving his kingdom and the author treats us with endless exposition of these ideas, and I mean endless. Tort is a bit irritating with all her "my angel" this and that. Also endless. I would be very tempted to smack anyone who consistently did that. On the positive side, the mythology is still inventive and engaging. Old enemies have been replaced with a new mystery adversary, and I must say that it is very much a surprise to find out who it is at the end with another of Whited's cliff-hangers. On to Book Three.

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