



The Fading Dream

Keith Baker

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The award-winning creator of Eberron(R) infiltrates the magical cities of the feyspires.

Thorn's latest mission: protect the prince of Cyre, a monarch in name only since his country was destroyed by the Mourning. But in that same cataclysm, seven cities of the Feywild--the feyspires--were trapped on the plain of Eberron, a concurrence the eladrin who rule the feyspires insist is no coincidence. They insist that with the right pieces they can repair the devastation of the Mourning. All they need are a few missing -one in the heart of a mysterious Cyran soldier and one that's lodged in Thorn's spine, carrying the soul of the Angel of Flame.

Intense secret agent action with all the magic and mystery of Eberron--the Thorn of Breland series has been a perfect mix of fantasy and adventure. James Bond meets J.R.R. Tolkien.

The Fading Dream Details

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Author : Keith Baker

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Ανδρ?ας Μιχαηλ?δης says

So that concludes Thorn of Breland and I do not know whether Keith Baker wanted to tell this story all along or was forced to due to the edition transition to D&D 4E, BUT it certainly seems as though he was really leading up to this point; and that is pretty damn amazing.

Within short of 300 pages, this book has it all: grand adventure, the horror of the Mournland (and an RPG-fantasy-folktale-plausible explanation for it), nightmare creatures, the hero realizing she has misconceptions about the story she figures in, as well as the fact that the story is everything. Furthermore, Thorn's secret is explicitly revealed and more or less explained (with a few things open to interpretation).

There is an interesting paradox: I won't disguise the fact that I truly hated the 4th Edition D&D, having started on the path with AD&D 2.1. One of the things I truly hated, was the demotion of the majestic, 2nd Edition Eladrin to fluffy exotic Elf characters. However, Baker stunningly manages to keep their mystique and Fae Court feeling, while at the same time blending them in his own narrative and the planar intricacies of the world he has crafted. This is no mean feat, especially with a company who, at the time, had gone off the rails (and off target) with its marketing angle.

I will state once more that this is not the pinnacle of literature, but as far as D&D literature (and even fantasy literature) goes, it talks a really good game and is a worthy conclusion to the trilogy.

Yoru || ~Cyanide Latte~ says

[REVIEW TO COME LATER UPON RE-READ.]

D. says

A great finish to a great trilogy. Again, I only wish there was more to this book and really feel the story could've been expanded upon.

Like most good series, it does leave open questions and leads which could become another series. Will there be another? I certainly hope so, but I doubt it. Still, a satisfying ending to a great series.

Ian Hagan says

Overall a solid work of fantasy fiction. I found that I was surprised at some of the twists the story took, making Baker's writing style far more subtle than I had first thought. Overall I was pleased with the story, and look forward to reading more.

Jacob says

THIS BOOK IS AMAZING!!!!!!!

I think that this book should be on the shelves of every room in every house ON THE PLANET. The character development is amazing, the plot twists are amazing, the world is e most well thought out worlds I have ever seen. Did I mention that it's AMAZAWESOMENESS!!!! You should absolutely read it, but only if you have read the first two and are prepared for a bumpy ride through a hard fantasy with an epic spy twist!

Joel Flank says

The final book in the Thorn of Breland series was a let down after the strong start to the series. In this book, 4th edition intrudes stronger into the Eberron world, with the introduction of Eladrin, which are elves that are more elfy than the elves that already exist in the world. Despite that, Baker does a fairly admirable job trying to explain why they exist in the world when no one had heard of them before, but the entire process detracts from some other book that could have been a better fit in the first place.

Thorn is sent to the Mournland that used to be the nation of Cyre, to investigate tales that hint that these Eladrin could possibly remove the curse from the nation, freeing up Breland's resources. Along the way, she of course gets involved further than her initial mission, and gets embroiled in ancient history of the Eladrin.

Unfortunately, the entire book feels rushed, and the connection to the larger mystery of Thorn's past and unusual abilities feels tacked on at the end. The revelation is huge...but not really addressed, and not really related to the main plot of the book. It does hint that in the future, she'll deal with her secret head on, but to the best of my knowledge, there are no more books in the series, which makes addressing the revelation unlikely.
