



# The Council of Blades

*Paul Kidd*

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## **The Council of Blades** Paul Kidd

War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions--an addled young inventor and a kleptomaniac firebird--find themselves forced into a battle for survival in a suddenly very deadly world.

## **The Council of Blades Details**

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Author : Paul Kidd

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## **From Reader Review The Council of Blades for online ebook**

### **Stuart Schneider says**

Worst of this year for me. A waste of time apart from getting to #6 in the series. I was hoping the hippogryph would eat the bad guy and spare me the last hundred pages, but was not meant to be. I read it fast just to say I read it in full.

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### **Ken says**

Sold to Lewis White on eBay on 7-Jun-11:

<http://www.ebay.com/itm/ws/eBayISAPI....>

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### **Jesse says**

This one was pretty bad.

I think that maybe it's sposs to take place so long ago that it's okay that it's out of place. But this story has no bering on rest of the books that I have read. Besides the fact that it takes a place on the shores of Akanamere, there was nothing else to connect it to the Forgotten Realms stuff.

Once again, I had high hopes that this would be wrot with history of a certain corner of Farun. I thought that there would be all kinds of war and battles and stuff; but it really wasn't like that at all. There were a few minor battles, but the rest was really about a brainy princess who wants to be a magic user, an artist inventor, and a weird theiving bird (that I've never heard of). The women were decked out in pointy pastel hats and the men were in tights...it was way to much like the nickoloden fantasy from when I was 6. I guess it was amusing, but not what I wanted.

I don't think this author wrote anything else for TSR, but it will be too bad if he did....

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### **Abbas Daya says**

Council of Blades is a novel aimed at devotees of the Dungeons and Dragon fantasy role-playing game and the story is set in one of the game's shared worlds – the Forgotten Realms.

Sumbria is a city state, one of the Blade Kingdom's many city states, a military society modelled on early renaissance Italy. So is Colletro. The book opens with Sumbria and Colletro facing off against each other, ready to wage bloody war over the Valley of Umbricci but before they come to blows the two sides manage to negotiate a truce which sees Sumbria emerge with the better deal much to Colletro's chagrin.

Miliana Mannicci is an intelligent but plain princess (the book's blurb, not mine) of Sumbria. She's our

feisty heroine, a budding wizard with a sharp temper and desire for adventure.

Prince Ugo Svarezi, a Colletran knight and the villain of the piece, comes to Sumbria to celebrate the truce. During his visit he meets Blade Captain Gilberto Ilego, a Sumbrian nobleman who schemes to increase his power and social standing. Naturally, the two team up to bring about the downfall of Sumbria and realise their ambitions. Svarezi also meets young Lorenzo Utrelli, a prince from Lomatra, another of the Blade Kingdom's city states.

Lorenzo is an artist, scientist and inventor and his most accomplished creation is a giant laser which he developed for use in mining. Unable to find a sponsor for his devices, in his native Lomatra, Lorenzo tries to find a benefactor in Sumbria and is feted by Ilego and Svarezi who manipulate him and use his machine to help the Colletran army invade Sumbria. Outraged, Lorenzo joins forces with Miliana and Tekoriikii, a kleptomaniac firebird (a cross between a phoenix and a large parrot), to thwart Svarezi's invasion.

The verdict

Overall, The Council of blades was an enjoyable romp but there were a couple of major issues with the book. First, is the over importance of science and technology in the story and the implication that this is a world against technological innovation and therefore progressive thinking. This is Dungeons and Dragons; it's not that the world is technophobic, it's just that technology plays second fiddle to magic given its prevalence in this setting. Yet the message coming across in CoB is the opposite and this would no doubt have grated with Dungeons and Dragons fans.

And then there's the humour. There was too much and the story quickly degenerated from humour to parody and slapstick. It's fair to say, fantasy which takes itself too seriously becomes dull and heavy but, where this book is concerned, Kidd has certainly done himself no favours with Dungeons and Dragons fans. The attention given to science and humour in the book was far too heavy handed and parody of a much loved shared world setting is, by association, insulting to the fans and they will, quite rightly, be turned off by the book. Kidd should have paid more respect the setting and fan base.

Council of Blades was an enjoyable read. Unfortunately, it was horribly over seasoned with humour and science which ultimately spoiled the dish.

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## **Christopher says**

The writing is quite skilled, the story a little sillier than I prefer.

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## **Rindis says**

A fun, but easy to overlook book. Essentially written in a month, it shows its hurried nature with a plot that doesn't start moving until halfway through. However, the scenery along the way is fun, as is the satire of renaissance northern Italy.

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**AndrewP says**

The Nobles Book #5

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