



Apocalypse

J. Robert King

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The end is near!

Phyrexian plagues and shock troops have taken their toll. The final stage of the invasion has begun, and the dark lord Yawgmoth himself plans to cross over into Dominaria to claim his prize. With time running out, the battered heroes' last hope to save their home lies in an ancient, untested weapon, a jumble of artifacts known as the Legacy.

Bear witness to the apocalypse.

Apocalypse Details

Date : Published June 1st 2001 by Wizards of the Coast

ISBN : 9780786918805

Author : J. Robert King

Format : Paperback 308 pages

Genre : Fantasy, Fiction, Magic, Science Fiction Fantasy

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From Reader Review Apocalypse for online ebook

Ryan Patrick says

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Bradley says

Fun endgame story. I finally found the fate of Gerrard & Urza. =)

Kim says

I almost gave this book three stars, but I think that's just because I was so excited to finally finish the series.

I was so looking forward to reading the Invasion Cycle and finally read about Phyrexia's (first?) invasion of Dominaria, but all the books were just a slog to get through, but I suppose thats what happens when you take a story that could probably fill up one book and stretch it into three. That being said, this book was probably my favorite one of the cycle, and the one I read the fastest. In typical J. Robert King fashion, the first 200 pages are a drag with occasional good chapters and then the last 100 pages are usually a whirlwind of events and (meaningful) action that usually get the reader caught up, but it never fully seems worth getting through the first two thirds of the book.

I found the chapters with Yawgmoth, where King shifts into a combination of first person and third person, to be rather jarring and I'm not sure what he was trying to accomplish with it. However, I did like his portrayal of Yawgmoth as still obsessed with Rebbec after nine millennia, and just the general incorporation from the events of The Thran (which he also wrote, so I suppose there should be no surprise there).

Still I'm glad I read the series. I really did want to know exactly how Yawgmoth was defeated and how Karn became a Planeswalker. And any book with Squee can't be all bad.

Rocky Sunico says

I've posted a full review of this book on my blog here:
<http://www.geeky-guide.com/2010/12/bo...>

Chip Hunter says

Full of intense action and plenty of drama, this one will please fans of MTG fluff. All of the familiar characters that we've followed so long are back for this fast-paced climax for this LONG series. APOCALYPSE is the 12th book in this series, so requires a strong commitment to reach, but it delivers a more than adequate conclusion to the sweeping epic of Gerrard, Urza, and Yawgmoth. While much of the series was fun and rewarding to read, some of it was not, and I have to admit to being very happy that it is

finally over. At least I hope that the next books of MTG fluff aren't just continuations of this one.

J Robert King actually did a very impressive job of wrapping this series up in a pleasing way. Nearly all of the loose ends were neatly tied up (with the notable exception of Darigaaz and the dragon lords questing to resurrect trapped Primevals) and the ending feels final. I also like the way King was not afraid to (and was not prevented from) changing the world of Dominaria in drastic, indeed cataclysmic, ways. Unlike most shared-universe fantasy settings, the worlds of MTG are open to major change. Dominaria and Phyrexia will never be the same after the events of this book.

All in all, there is very little to complain about with this one. Highly recommended for fans of MTG fluff.

To read all of the books in this series, here's your list:

Rath and Storm_____ (Peter Archer)
The Brothers' War_____ (Jeff Grubb)
Planeswalker_____ (Lynn Abbey)
Timestreams_____ (J Robert King)
Bloodlines_____ (Loren L. Coleman)
Mercadian Masques____ (Francis Lebaron)
Nemesis_____ (Paul B. Thompson)
Prophecy_____ (Vance Moore)
The Thran_____ (J. Robert King)
Invasion_____ (J. Robert King)
Planeshift_____ (J. Robert King)

Good luck, if you're just starting!

Justin Kern says

The final battle against Yawgmoth in the depths of Phyrexia, the most god-damn insane place ever. The build up to this was years in the making for me because I was reading these as they were published. So I was quite pumped for Apocalypse. I was completely done with MTG books after this one, but it was one hell of a ride.

Stijn Lamers says

Heb de laatste hoofdstukken gretig verslonden dit weekend, alhoewel het toch een licht teleurstellend einde was voor een reeks van ruim 10 boeken.

Jose Luis Meza Garcia says

As my first book about Magic: the Gathering, I was very pleasant with how the story went. Most of the story you knew by reading the text in the cards, but reading everything together was a great experience.

I have read that many didn't liked it, I don't if the other related books are good or bad, but I had a great time reading it and recommend it to anyone that loved the old expansions.

Scott Johnson says

I'm really getting tired of authors writing themselves into corners and pulling repeated deus ex machinas out of their asses lately.....this time literally, in having the Weatherlight become sentient, in having Urza's severed head come back to life, and in the final solution to killing Yawgmoth.

Problems with the ship the crew can't solve? Have the ship come to life. Carrying around Urza's severed head and find yourself cornered? Head comes to life and mows down armies with death lasers because why not.

But the biggest one was the moon thing they cracked open to harvest white mana. Sure, let's just throw that in there. At least taking Urza's powerstone eyes makes a tiny bit of sense in that the Legacy has always been this collection of artifacts that come together to be greater than the sum of their parts. I don't understand why the moon step was necessary, you could have just skipped to that and not had to suffer through the pain of pulling a moon out of your ass for no reason (except to pad the page count).

Shase Lindell says

Great read! I loved the book.
