



Guildpact

Cory J. Herndon

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One guild ravages the streets. Teysa leads another to "cleanse" them. And Agrus Kos doesn't give a damn.

But as he watches the guilds nip and tear at each other like snakes . . . something clicks.

Now his mind is clear, as are his options. A disaster grows under the city's crowded streets. He knows what he must do.

Guildpact Details

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Author : Cory J. Herndon

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From Reader Review Guildpact for online ebook

Michael says

Another solid MTG book, but I think, not as good as the previous book.

The book proceeds after the events in the first. Kos is no longer a Wojek but a guard for Pivlic. However, the book takes place in a little area known as Utvara. Teysa Karlov is made the baroness of this by the leader of the Orzhov and is now in charge of cleansing it from the plague that ravishes the land. And of course, Kos manages to find his way there and get involved in the problems they've got.

This book just isn't as action packed as the first. The first book followed a few different plots which made it possible to skip many of the rudimentary parts that we didn't want. And the ending was very action packed as it contained many twists in it. There are good parts to the book but a lot of it seems quite dull and what twists there are in the book just don't come to heart.

It is likely worth finishing the series if you've read the first one. And if you read this one, you'll want to read the next one, knowing what happens at the end of this book. Yes, something happens at the end of this book that you probably wouldn't guess (unless you read the back of the next book, SO DON'T!).

Jocelyn Montalvo Cullum says

I registered a book at BookCrossing.com!
<http://www.BookCrossing.com/journal/12438461>

Kevin Kirsche says

Guildpact was a fun albeit somewhat disappointing read. I was primarily disappointed by the characters for whom I had a harder time becoming vested in. With that said, some old familiars appear throughout this book and I am very glad that I read to the end for some welcome surprises.

Guildpact focuses it's storyline on Utvara, an desolate area of Ravnica outside of the city. They don't make the relationship between the city and this area as clear I would have liked, but it was enough to get you to understand what it was and why it was. The use of the guilds and the guildpact was small yet the times it came of use it was of the utmost importance. This combined with a fabulous complex and interesting guild system made it fun and easy to identify characters by their guild or assume certain characteristics about characters based on the guild they were in.

Overall, this is a fun and interesting book that talks about a side of Ravnica that is often left untouched. I would recommend it, but be ready to have to invest some time into the novel before it really becomes engaging. With that said, once it gets you, you're hooked.

Amanda and tony schmidt says

Tony

Kike Rojas says

Again, as in the previous one, I felt the ending part kind of rushed and in finished. I was also expecting Niv-Mizzet to make the great appearance that never happened.

Brandon says

The continuation of the first book, it becomes even more engrossing and intense, hands down a great sequel to an already awesome book.

Steven Maus says

A twisted tale that follows several plot-lines across a fifty-year period and culminates with an explosive battle that literally shatters the sky.

Steven Cole says

Overall, I think this was pretty pedestrian. If you care to follow along with the "Magic: The Gathering" world known as Ravnica, this is solid. If you're coming to the scene from outside MTG, then I can't see why you'd care.

This story takes place many years after the first book in the Cycle, with a significant number of new characters and locations. Reading the first book first adds some context to what's going on, but not a whole lot. It's certainly not a requirement.

The book's largest problem is in its environment. Ravnica is supposed to be a world entirely covered by city, and has been for thousands of years. Some places become uninhabited from time to time due to environmental or other issues, so there's both maintained locations and ruins, but city is supposed to be the thing.

This book takes place primarily in one of those ruined places. Yet the descriptions given don't really make this clear. The image in my head kept going back to the hills of coastal California (that's where I live), and **not** some kind of ruined and thus wild cityscape. A **lot** more effort really needed to be placed into describing how this world looks, because I clearly didn't get it. I began to wonder if the **author** got it (this is commissioned work with someone else's world-building having already been done).

In any event, this is a reasonable book. It's fiction-for-hire, and clearly shows the disadvantage of that model, but for those who care about this plotline, there's interesting intrigue being laid.

3 of 5 stars.

Cris says

literatura para adolescentes, tiene varios typos y de pronto se siente una falta de concordancia entre lo leído y los personajes. Fuera de ello tiene mucha acción y parece que se lee un comic.

David says

Don't be fooled by the title of the book. Guildpact is name of the 2nd expansion set of the Ravnica block (Magic: the Gathering card game) and really has nothing to do with the story. It is actually a continuation of the plot from book 1 and is told from the perspectives of Kos (book 1 protagonist), Teysa (a young noble), and an intelligent goblin. It does highlight the special traits associated with the cards of the 3 guilds that were released as part of the expansion set.

Andries van Wyk says

Good. The story just takes a while to get going.

Christie says

I liked this story although it did have some parts that tended to drag and some parts needed a bit more detail. The characters were easy to follow on how they thought or on their personalities. There were some parts of the story that were a little hard to keep my attention, but all in all, it turned out to be an entertaining read for me.

Robert says

An exciting tale of adventure and action. I liked Cory Herndon's style of writing, the way each character is described by the author, and the setting described. The way the setting is described is hard to relate to anywhere that you would find on earth but the use of imagery helps you visualize the way it affects the characters and the conflict. The Utvara Wasteland is described as a treacherous unexplored land that is occupied by tribes of humans and humanoids known as the Gruul clans. The Gruul make up most of the creatures living in the almost uninhabitable terrain known as the Husk. Some of the Utvara Gruul have fallen on hard times and some tribes have resorted to cannibalistic behavior and the other are falling prey to vicious attacks. But the gruul aren't the worst threat of the Utvara Wastelands. Many years before the time that story takes place, the land had been purchased by an Orzhov known as the Patriarch. The Patriarch ordered that the inhabitants of Utvara be exterminated to prevent the spread of the Kuga; a deadly plague that runs rampant in the land. The Izzet guild had been assigned to carry out this mission. They succeeded in destroying everything in the valley and creating an ominous tear in the sky called the schism but they didn't prevent the plague from mutating and becoming air-born. Many Gruul still survived but their expected lifespan had been

cut shorter than it already was. The land was condemned for many years before it could be settled. The only settlement is controlled by the orzhov There is rumors of treasure to be found in the ancient ruins that have become decrepit and unstable. The control of this land would make someone very wealthy. Some would risk their lives just to seek out these treasures and those who do find it would rather die than let someone take it from them. Teysa Karlov wants to make this land her own, treasure or not and nothing will get in her way of making this land her own. That is of course, if disaster doesn't strike first.

Bradley says

Excellent story and loved the return of Kos. Plus I spent six dollars on Teysa and find myself amused to see her on the cover. =)
