



The Kingdoms of Terror

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You are Kai Master Lone Wolf—last of the Kai Lords of Sommerlund, sole survivor of a massacre by the Darklords of Helgedad. You discovered the lost Sommlending treasure, The Book of the Magnakai, containing the wisdom and Disciplines of the Kai lords recorded in the time of Sun Eagle, the first Kai Grand Master. With Magnakai Disciplines, you have sworn to restore the Kai to their former glory and so ensure the security of your land against the Darklords. And so, guided by the words of your ancient mentor, Sun Eagle, and with the shadow of the Darklords ever present, you set out on the quest for the Lorestone of Varetta, unaware of the wonders and the horrors that await you in the Stornlands.

The Kingdoms of Terror Details

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Mloy says

Okay this may be one of the most kick-ass books in the series because in this book the reader/player get to learn a new skill: your Magnakai abilities! Woo-who!!! On the plus side, that means more ways to defeat the enemy; but on the down side, it means the enemies will be harder to defeat. But no matter what, there's amazing adventure waiting to be had, villains to vanquish and tasks to overcome. Let the fun commence!

Etienne says

Très bien encore une fois. Deux petits défauts: il manque un peu d'action au début, mais il se reprend bien vers la fin ; on ne ressent pas totalement la puissance de notre nouveau rang, on se retrouve même parfois défavorisé par le manque de nos nouvelles compétences, un peu comme si nos anciennes ne comptaient plus, ou très peu.

John somers says

Read this series years ago and want to get the set and re-read them to see if they're as good as I remember. (Childhood nostalgia).

2Karl Tessier-Ashpool says

Few too many instant deaths in this one, and not enough challenge in other areas.

J.R. Handley says

I dusted this series of books off to read with my sons, unsure what to expect. I had many fond childhood memories of reading these as a kid, but would they stand up? The answer is yes, they aged well. The stories were pretty straight forward, but my imagination has evolved enough to cover the gaps that this story had. Bear in mind, it was written for children... and isn't that why we read them, to immerse ourselves into the story? So yes, it was a lot of fun and I only cheated a little bit

Carmine says

Brandelli d'infanzia

"Dakomyd, vieni avanti che non ti temo!"

Non è vero, da piccolo mi feci la caccona addosso quando arrivai al cospetto del tremendo Dakomyd,

improbabile guardiano nelle reti fognarie che fa la muffa nel proteggere la Pietra della Sapienza. Ma poi, effettivamente, perché una creatura così ancestrale e potente dovrebbe stare lì a grattarsi lo scroto? Non ha importanza: epica battaglia con gli scarsissimi PV (Punti Vita), sano culo per uscirne indenni e tornammo tutti a riveder le stelle.

Joe Dever ha rappresentato per me - e penso per molti altri - una felice parentesi nel mondo della lettura. Il suddetto volume, sesto all'interno della saga, preferisce un'ambientazione cittadina immersa negli intrighi politici, meno frizzante a livello dell'infernale bestiario già adeguatamente sviscerato e che sarà in grande spolvero nei due capitoli successivi.

Certo, i tempi passano ed ora non si sente più la necessità di vetusti librigame, facilmente soppiantati dalla miriade di videogame che ne fanno benissimo le veci; quello che rimane è una fortissima nostalgia e un sorriso verso le tante avventure vissute.

Michael says

All books in the series free and online in a game-book player here: <http://www.projectaon.org/staff/eric/>

Death Count:

Book 1: Died 9 times.

Book 2: Died 11 times.

Book 3: Died once.

Book 4: Died once.

Book 5: No deaths.

Book 6: Died 4 times.

David says

One of the better ones of the entire series. This is the turning point of the series from the Kai to the Magnakai - or in other words, you're levelling up! The basic abilities from the first 5 books are now getting upgraded powers.

It's not just the mechanics are getting an upgrade, but also the lore. Lone Wolf is finally taking the battle to them as the hunt for the lorestones truly begins. You're thrust into civil unrest among the darklords, hence lots of flavour material, making for a really great read.

Justin says

It feels great to level up to Magnakai, and although the archery mechanic is a little obviously highlighted, this is still a fun book, if short.

Mathew Walls says

I really like this book. I feel like it's a nice change of pace from the rest of the series. No one's specifically trying to kill you, you're not on any particular deadline, you haven't been sent by anyone. You're seeking out something that you want, on your own initiative, and no one's trying to stop you or beat you to it.

The closest there is to a primary antagonist is Roark, and he hasn't been sent by the forces of darkness to hunt you down, he's just an arsehole. It's not clear he even knows (or cares) who you are. Sure, he's clearly into some pretty dark stuff with the zombies and all, but he's not working for the Darklords or anyone else. He's just an arsehole.

My only real criticism is that one section where you have to choose between (A) getting the silver bow of Duadon, (B) getting the bronin warhammer and (C) getting a bit more characterisation for Roark. I guess it's there so you can make different decisions when you replay the book, but it's pretty much the only section like that in this one. That would be another criticism, I suppose - the lack of meaningful decisions - but it doesn't bother me as much in this one as it does in others. I don't really know why.

Tazio Bettin says

This is the first book my father bought for me when I was 6. I still have it. Since 2007, it sports the author Joe Dever's autograph.

I can't really give a review, it's just too important an item of my life. I owe the birth my love for reading to this book.

Taddow says

I really enjoyed this adventure, it felt more like a true adventure than the past books because you were wandering the countryside, exploring, having encounters and seeking out inns to rest for the night. I was really sad I did not win the archery competition, bad rolls offset my proficiency with the bow (the man you go against has some great stats).

Amy says

I didn't know this was a role-playing "Choose Your Own Adventure"-type before I picked it up for 50 cents. I had to calculate combat points, choose weapons, and play with random number tables and action charts. I only read until I came out victor at the end because I kept cheating in order to survive and then the fun was lost on me. But for those interested in this sort of thing (you know who you are), it would be fun to re-read.

Alessandro Concas says

sicuramente interessante il nuovo personaggio di Lupo Solitario con i poteri aumentati. La storia non è niente di che, un tranquillo viaggio in cui facciamo la conoscenza del simpaticissimo mago Cirillo, ma nessuna emozione degna di nota. C'è persino l'assenza di un nemico finale come voleva la tradizione dei precedenti libri. in compenso lupo solitario in questo libro avrà molto a che fare con soldi e compravendite varie.

Eric says

'Seek and find the Lorestone of Varetta, for this alone holds the power and the wisdom...'

Three years after the events in *Shadow on the Sand*, Lone Wolf, having studied *The Book of the Magnakai*, begins his quest to restore the Kai to their former glory. The first step that must be undertaken is to locate and recover the legendary Lorestone of Varetta. Fantasy hi-jinks ensue.

This was an enjoyable return to the series, and feels rather expansive. Lone Wolf is venturing between warring city states with no clear allegiance, and it did have a rather free-form feel with plenty of options.

The slight increase in complexity is a nice addition and truly provides for some customization. The story heightens itself well enough though the actual ending feels rather sudden and anti-climactic. It's a good addition to the series, and serves as a useful exploratory adventure to familiarize the reader with the minimal new rules and abilities.

2018: 2 deaths (2 instant, both in the sewers of Tekaro)
