



The God Catcher

Erin M. Evans

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Walk the line between magic and madness in Erin M. Evan's passionate story about the dragons of the City of Splendors...

Tennora would give anything to be a wizard. And Clytemorrenestrix, a strange woman with uncanny blue eyes, whose name means "She Will Thunder in the Sky," and who claims to be a dragon, promises to make her just that—in return for aid in returning her to her true form. But soon after Tennora seals the deal, a bounty hunter presses a note into her hands claiming the dragon woman is actually a human—a violent, criminally insane human who murders those who fail her.

The God Catcher is gripping tale of identity, intrigue, and obsession set in the classic City of Splendors and presented by **Forgotten Realms®** campaign setting creator and celebrated author Ed Greenwood. You don't want to miss out on this exciting glimpse into what the latest edition of the Realms has to offer.

The God Catcher Details

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Author : Erin M. Evans

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From Reader Review The God Catcher for online ebook

Juan says

Really liked this one, left my at the end wanting to read more about the main characters.

Deb Richards says

I am enjoying Erin's writing style; having a bit of a hard time remembering the characters as they all have fantastical names. Reminding me of a cross between the Harry Potter books and Lord of the Rings.

Hanson Ho says

So much fun! It feels like watching a really good D&D session - and I mean that in the best way possible.

Brian Chafin says

Pretty generic genre novel. Read it only if you are a D&D junky.

The good: The pace is good. It never bogs down.

The mediocre: The characters are stock and not very interesting. The plot is a common one without significant twists. Except for the God Catcher itself, all the other settings are nondescript and generic.

The bad: On several occasions, the plot was moved forward only through incredible feats and events. And a seemingly bottomless supply of throwing stars.

Matt Cantrell says

Finally: female characters who are realistic, capable, and not overgrown teenagers obsessed with sex and boyfriends! This is a great book set in the fantasy genre that does a great job both telling a story AND illustrating the complex relationships between friends and family. Thank you Miss Evans! Can't wait for your next one!

Humfrey says

Well written. Interesting plot.

Anton says

A highly enjoyable piece of fantasy. Although it is set in the Ed Greenwood Forgotten Realms, it has much

more to do with self-identity and friendship than with Dungeons and Dragons. Erin M. Evans delivers a compelling story that takes you through the streets of Waterdeep - that she makes you believe that it is as real as London or New York. The most impressive thing is, that she manages to deliver this sense of coherence without much exposition.

The only thing that bothers me is the ending ...

(view spoiler)

Liam says

I do enjoy Erin M Evans.

Yagiz Erkan says

The God Catcher is a very fast-paced and a very enjoyable book. It quickly becomes a page-turner. I haven't read many Forgotten Realms books but this is pretty irrelevant in this stand-alone story.

Evans' style is very pleasant. I liked the dialogs in the book and the characters are well created (except Cassian who didn't materialize for me). The setting is not sophisticated as the story unfolds in the city called Waterdeep, City of Splendors, but the reader is captured by the plot so the lack of complexity in the setting doesn't even come to mind.

I think The God Catcher deserves 4.5 stars and I would recommend it to anyone who wants to read a good fantastic adventure.

Chris Jackson says

The God Catcher will Catch You Up!

Erin M. Evans' debut novel, The God Catcher, a Forgotten Realms—Ed Greenwood presents Waterdeep—story, is a wonderful tale that will catch you up in its magic and take you on a wonderful journey. I think I liked it best because it was a completely character driven experience. The city of Waterdeep is a delightful setting, and the plot is just twisty enough without being confusing, but the characters are what truly bring the tale to life. The plight of a girl with a past she doesn't want, a future that is torn away from her and an unusual house guest pulls you in and never lets go to the very last page.

As is often the case with shared world fiction, there is a moment of feeling like one has walked into the middle of a movie in the beginning of the novel, especially if one is not well-versed in the world, but this

quickly passes as you fall in love with the characters. I'll stress that one need not have read any of the other Forgotten Realms novels to enjoy this tale, but if you have, this will no doubt enrich your read. Ed Greenwood's world of the Forgotten Realms is deep and rich and detailed beyond belief, but instead of confusing the reader with unnecessary facts and descriptions, Ms. Evans gives you just enough if you are a Forgotten Realms junkie, and not too much if you are not. This is a classic tale of "Do not meddle in the affairs of Dragons" and you are truly biting your nails by the final chapter.

I will be looking for more from you, Erin, and I know you won't disappoint! Bravo!

Fabio Ticconi says

A pleasant Forgotten Realms tale, above average. Not my favourite but I would be interested in a follow-up novel.

I actually prefer this to Evans' main series, "Brimstone Angels". Well, I only read the first novel of those though.

EDIT: after finishing that series, I can say I was wrong: Brimstone Angels is pretty cool :)

Travis says

The God Catcher by Erin M. Evans- This is the fifth book released in the Ed Greenwood Presents Waterdeep series of stand-alone novels. This series contains five other entries, which are all written by different authors. With all stand-alone novel series, any of the other entries can be read out-of-order. The series is set in the Forgotten Realm universe. The other novels in the series includes; Blackstaff Tower by Steven E. Schend, Mistshore by Jaleigh Johnson, Downshadow by Erik Scott de Bie, City of the Dead by Rosemary Jones, and Circle of Skulls by James P. Davis (due out in June 2010). The God Catcher was released in February 2010. This is Erin M. Evans first full-length novel, but she has contributed a short story in The Realms of the Dead anthology titled "The Resurrection Agent."

The story is about a noble girl named Tennora who doesn't want to be a proper lady but just wants to study magic and lore. Her aunt and uncle worry over where she lives, an apartment complex called the God Catcher. The complex is called that because after the Spellplague, a giant construct that guarded the city of Waterdeep went crazy and was trapped half-underground and half above. After a visit from Tennora's aunt and uncle, a seemingly crazy woman is yelling and throwing rocks at the God Catcher. After the woman vanished before the Watch could step in, Tennora thought nothing of her. Until she went to a tavern across the street and the crazy woman struck up a conversation with her. Tennora, feeling sorry for the woman, invites the crazy woman to have dinner with her. During their meal, the woman, Nestrix, claims she's a dragon and that the landlady of the God Catcher could help change her back into her dragon body. Tennora decides it's worth a try, and agrees to help after a deal is struck in which Nestrix promises Tennora a spell that can turn her into a powerful wizard. When they are leaving, a half-orc bounty hunter slips Tennora a piece of paper. Later, after reading the note, she finds out Nestrix is a murder and is considered to be crazy. After Nestrix pleads her case of self-defense, Tennora understands and continues to help her. After a chest that was Tennora's mother arrives at her door, she discovers her mother isn't who Tennora thought she was and the realization shakes Tennora to her core. As things progress, Tennora and Nestrix get mixed up in a kidnapping plot that could bring about doom for Waterdeep.

Negatives:

- 1) Prologue. I really didn't follow anything that was going on in the prologue. It just was plain confusing and odd. The only thing I got out of it were plenty of unfamiliar words and that two (or was it three?) dragons playing some sort of chess like game. Without any idea what is going on, it was almost unbearable to read through. At least, later on it does tie into the story.
- 2) Unfamiliar Words. Another slight problem I had were the words. These aren't 'normal' words that you would find in a dictionary either. For example, what in the world is xorvintaal, dokaal, darastrix, or strixiki? The first time I came across these words I just scratched my head and wondered what they would even mean or suggest. However, as the story progresses, they were either explained or you had a basic idea of what they meant.

Positives:

- 1) Story. This was a real hard story to put down for too long. It flowed wonderfully and it was fast paced and exciting. I don't remember a dull or slow moment at all. Also, the overall theme behind the story was interesting and fascinating. The theme has to do with identity and it was done extremely well. Every subplot or side story all seemed natural and fitting. There were no useless quests or missions to get some odd or end, well scratch that, there was one. But even that one added to the overall story in a number of ways. Not only that, but everything seemed to have an ending. But I do have a few small complaints. The first is that I never wanted the story to end and the other is why did it have to end?
- 2) Characters. I loved the characters. Each one had their unique quirks about them making them feel different. Tennora was more stereotypical of a heroine. Born in the upper class of Waterdeep, she left home because she didn't want to be 'controlled' by her aunt and uncle. What makes her interesting is who her mother was, but I'll get into that later. Nestrix was just wonderful. You knew she was a dragon, but at the same time it was hard to believe it. With all the crazy flash backs and moments of Nestrix being someone else, you would start to believe she really is crazy. Then you have the half-orc, Veron. While not a major player until the end, his presence really solidifies the whole theme. Suffice it to say, each and every character added to the theme of the story wonderfully. They all felt like they belonged and each and every one you really started to enjoy and like, including the villains.
- 3) Descriptions. To put it simply, it seemed like you were in Waterdeep. Everything was described well enough to give you an idea and it allowed for your imagination to create the rest. It's as vivid and as abstract as you can get, all thanks to the descriptions. Where this is best shown is in the sewers. You just felt dirty and unclean when reading through that particular section.

Side Notes:

- 1) Nice Surprise. I'm not going to give it up, but I'm really excited when I read who Tennora's mother was. It was a nice connection to the Sembia: Gateway to the Realms series. The only thing I can't figure out is who her grandparent is. It couldn't be the two sons, yet why would the daughter retain her family name? Sorry for my abstract-ness on this, but I can't give it away.
- 2) More? I really want read more about these characters. Even though the story seemed to be done and over, I just want more!
- 3) Cover Art. I like the picture, but why couldn't it be the full-page? I don't understand why you have this border taking up half the cover and have the wonderfully detailed picture so tiny and small? It just boggles the mind!

Overall: 5/5

Final Thoughts:

To put it simply, I loved this book. I loved the characters, I loved the story, I loved every second of reading it. While the prologue was a little odd, it didn't hamper the story, it just started out on an off note. Quite honestly, I never wanted this to end. It's a great read and I highly recommend picking it up.

Forgotten Realms Queen says

Nothing overly remarkable about the story. I can't even remember the character's names, but it was a fun story.

We join a young woman, trying to be a wizard in Waterdeep and failing, living in the decaying structure of a once-sentient guardian statue called the God Catcher. Now the God Catcher does not play much of a roll in this story, except to randomly spout prophecy that isn't really referenced ever again in the book.

Our young wizards runs into a woman who claims to be a dragon trapped in human form and searching for a way to return to her old self. Together this unlikely duo search the city for a means to make one a true wizard and the other a true dragon. During the course of the story we discover the wizard has a far less illustrious destiny than to be a wizard, as her mother was once the greatest of thieves within the city, and in time daughter follows in her mother's footsteps.

The biggest obstacle to gaining their hearts desire is another dragon in the city, one also in human form albeit willingly so, who is playing a version of dragon chess on a very large scale. The two women are mistaken to be pieces on this chess board and are hunted down accordingly, with the boss fight between the two dragons at the end.

A remember enjoying the book as I read it, but with this dragon chess thing going on with it's highly complex and confusing rules, it was rather difficult to keep track of the actual plot, so I focused on the story.

Well paced, loved the personal revelations especially with the female dragon, and good action. If that's what you're looking for than go right ahead.

Lee Dunning says

A lot of books tied into a franchise, in this case Dungeons & Dragons, are sneered at as somehow inferior to "real" books. While I have admittedly read many stinkers along these lines, this was not one of them, and it shouldn't be avoided simply because it has the Forgotten Realms logo displayed at the top of the cover. It has a well developed story, with several likable characters, and an interesting premise.

I've owned the paperback edition of this book for several years now, probably since it came out in 2010. So why did it take me so long to read it? The cover. I bought it based on the blurb, but once I got it, I was less than thrilled with the look of the thing. Silly, I know, but there it is. I don't know if it is still true, but at least for the space of a few years, Wizards was putting out book covers with a very stylized look to them. Almost abstract. It's not a style I care for, but I might be in the minority.

So back to the meat of this review - the story. Ms. Evans is one of several newcomers (at the time) who were brought in as part of the shaking up of the Forgotten Realms world. The spell plague has ravaged the world and altered magic in numerous ways, changing even the landscape of familiar cities like Waterdeep. The heroine of the story has just been kicked out of magic school and she's trying to figure out what to do when she falls into the classic "no good deed goes unpunished" scenario. Her quiet, studious, well-behaved life gets turned on its head and she finds herself involved with all manner of unsavory types, including rogue dragons.

This is not your typical dungeon crawl where a group of adventurers meet in a bar and get handed an assignment from a shady bloke in a cloak. This is more a story about a young woman finding out who she

truly is, what friendship costs, and why sometimes we have to make hard choices. It's a tale about overcoming prejudice and taking chances when the rules don't agree with our gut instincts. It's a lot of fun, but it has some serious issues blended into the story.

I will be checking out additional works by Erin Evans.

Chris says

While the Waterdeep series has been entertaining from the start, it has slowly gained momentum with each instalment, and this upward trajectory leads to this excellent novel, Erin M. Evans' first.

I had already read (and enjoyed) her second book, *Brimstone Angels*, so I expected good things from *God Catcher* - especially since she was the first author in the series that I actually knew of before reading the omnibuses. As Ed Greenwood says in the introduction, the book only gets more intense and more exciting with each chapter.

The protagonists, Tennora and Clytemorrenestrix, were excellent characters, original and well-developed. Tennora first appears as an eccentric, bookish scholar, who has proven unable to complete her training as a wizard, but grows from this failure into a capable thief (with a full set of magical powers to boot); by the end she has become a woman of action, able to come to terms with the shadows in her family's past and do the right thing. Nestrix is a similarly interesting blend of characteristics - for most of the novel we're left to wonder if she truly is a dragon in a human's body or if she's simply a nutjob, even when we seem to have conclusive proof one way.

Evans does a fantastic job of tying together so many key aspects of the *Dungeons & Dragons/Forgotten Realms* series - adventures, encounters with powerful dragons and other creatures, developing as a person and a practitioner of your chosen class, Spellscars, grand schemes orchestrated by immense, powerful villains, and more. Along the way, she helps flesh out another section of the City of Splendors, and tells a damn good story too.

My qualms were minor. I would've liked a little more development of the city itself, since this series is focused upon Waterdeep; other books have given us quite excellent depictions of their respective settings within the city, but the city didn't seem as "present" here as in other titles - not a big strike, since the book stands very well on its own. As well, the title could have been a little more engaging, or even relevant - another minor point.

Overall, a must-read for fans of D&D novels, and even for all big fantasy buffs. At this rate, Evans could easily give Salvatore a run for his money.
