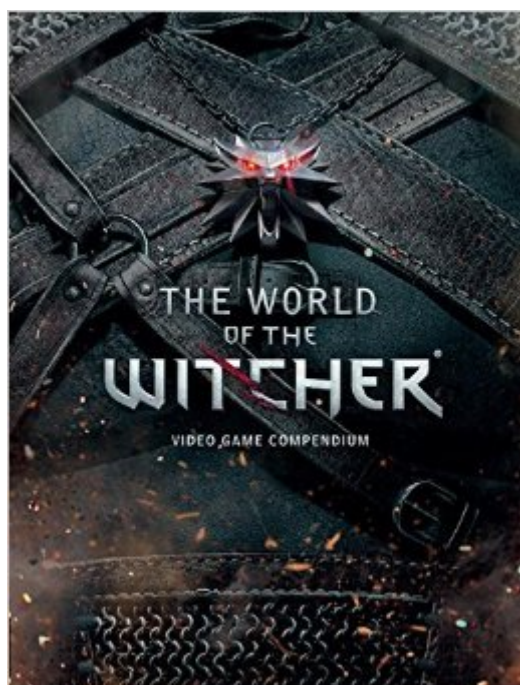


The book was found

The World Of The Witcher



Synopsis

Dive deep into the world of monster hunters, as the prominent characters from the universe take you on a guided tour of the fascinating dark fantasy adventure that is The Witcher. This gorgeous, illustrated hardbound volume contains in-depth knowledge about the locales, the deadly beasts that inhabit them, and the lethal weapons used to put them down.

Book Information

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Average Customer Review: 4.8 out of 5 starsÂ Â See all reviewsÂ (112 customer reviews)

Best Sellers Rank: #12,192 in Books (See Top 100 in Books) #40 inÂ Books > Science Fiction & Fantasy > Gaming #60 inÂ Books > Computers & Technology > Games & Strategy Guides #60 inÂ Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

Never have I been so fascinated with a video game series (exceeding even Mass Effect) than I am with the Witcher series. I purchased this book to gain greater insights into the world of the game, and it was more than I bargained for - in a good way. The book is presented under the pretext of a compendium providing information about the witcher, Geralt, his adventures, and peripheral information. The compendium is composed by Dandelion, poet and long-time friend of Geralt. He collects works of other authors and statements from main characters to compile an extensive and entertaining historical, biographical, scholarly piece of literature. His voice and character, wit and pomp, are heard throughout the work. The first chapter is a very broad history of the world, from times before humans inhabited it to the times when humans ruled over it. It provides information about the Northern kingdoms, the empire of Nilfgaard, and other places, as well as political factions and relations. It's apparently from the scholarship of a golden dragon named Villentretenmerth. It's a bit of an annoying and bizarre read because the dragon speaks in first, second, and third person; and has a great disdain or at least cynicism toward humans. Nevertheless, it's a fascinating look at the history of the world and how it came to be as it is at the time of the Wild Hunt. The second

chapter provides information about witchers, their origin, their creation, and the tools of their trade (medallion, blades, signs, etc.). It was narrated by Vesemir, Geralt's mentor and, according to this book, probably the oldest living witcher. This was definitely my favorite chapter: a pleasant and enthralling read. I actually felt as if Vesemir really wrote, hearing his age old wisdom and world weariness.

This book gives so much info on the history of the Witcher and the world it takes place in. The covers are really cool and have a sleek shine to them. I also liked how there was a lot of artwork thrown into the book as well to show the characters, monsters, world, and other things. The contents of the book are. 1. Introduction. 2. The World and its Inhabitants. 3. The Witchers. 4. The Magic and Religions of the Continent. 5. The Beasts of the Northern Kingdoms. 6. The Story of Geralt of Rivia. 1. The Introduction is basically 2 pages that talk about how the book is a bunch of info on the World of the Witcher. 2. The World and its Inhabitants is 40 pages and covers the history of the land and goes over the first inhabitants, the arrival of humans, the wars, the geography, and finally the different kingdoms. There is a lot of art to show the different regions and its just beautiful to look at and lets you truly imagine what they are like. 3. The Witchers is 28 pages and goes over what Witchers are, what they do, how they came to be, how they think and act, their training, the silver sword they use, the medallion, and jobs they do for people. 4. The Magic and Religions of the Continent is 34 pages and talks about what magic is, how they use it, the power it has, the types of spells, forbidden magic, and the training to use magic. The religion section talks about the different religions and cults. It goes over the beliefs of each one as well. 5. The Beasts of the Northern Kingdom is 30 pages and covers the different species of monsters and the characteristics of each one. It ranges from vampires, wraiths, werewolves, dragons, griffins, golems, and much more.

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