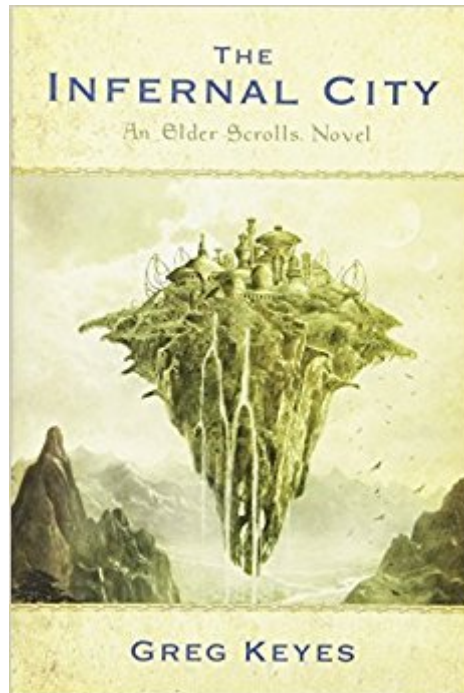


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The Elder Scrolls: The Infernal City



Synopsis

Four decades after the Oblivion Crisis, Tamriel is threatened anew by an ancient and all-consuming evil. It is Umbriel, a floating city that casts a terrifying shadow—wherever it falls, people die and rise again. And it is in Umbriel's shadow that a great adventure begins, and a group of unlikely heroes meet. A legendary prince with a secret. A spy on the trail of a vast conspiracy. A mage obsessed with his desire for revenge. And Annaig, a young girl in whose hands the fate of Tamriel may restBased on the award-winning The Elder Scrolls, The Infernal City is the first of two exhilarating novels following events that continue the story from The Elder Scrolls IV: Oblivion, named 2006 Game of the Year.

Book Information

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Customer Reviews

"This action-based fantasy will find a following among YA and adult gamers." ---Library Journal

--This text refers to an out of print or unavailable edition of this title.

Born in Meridian, MS, in 1963, Greg Keyes spent his early years roaming the forests of his native state and the red rock cliffs of the Navajo Indian reservation in Arizona. He earned his B.A. in anthropology from Mississippi State University and a master's degree from the University of Georgia, where he did course work for a Ph.D. He lives in Savannah, GA, where, in addition to full-time writing, he enjoys cooking, fencing, the company of his family and friends and lazy Savannah nights. Greg is the author of *The Waterborn*, *The Blackgod*, the *Babylon 5 Psi Corps*

trilogy, the Age of Unreason tetralogy (for which he won the prestigious "Le Grand Prix de l'Imaginaire" award), and three New York Times bestselling Star Wars novels in the New Jedi Order series.

Though many enjoy The Elder Scrolls games for open worlds, exciting adventures, and other such things, the games also possess a staggering amount of lore based on a fascinating fantasy universe. The Infernal City both draws from and adds to that existing lore. Introduction out of the way, allow me to break it down:Pros:- New Elder Scrolls story that doesn't rely heavily on pre-established storylines (i.e. the games)- Unique, interesting characters that are easy to get attached to- Excellent detail, making imagining sights, sounds, and even tastes easy- Enough twists and turns that make the story largely unpredictableCons:- Typos aplenty- Overuse of complex terminology hinders more often than adding to the experience- Language and dialogue sometimes feel out of place compared to normal writing styles in the gamesOverall, this book is absolutely worth a read for any fan of The Elder Scrolls. However, considering that it takes place in a well-established universe, it may be less enthralling to newcomers (or could lead to an interest in the games).

I saw that the book was on significant sale, and I will read nearly anything. So, I ordered a copy. I read the book cover to cover on a cross-country flight, and, ... it is surprisingly good. The Elder Scrolls: The Infernal City tells the tale of six principal characters: a haughty prince, a waif with a dream, a lizardman searching for a purpose, a secret agent of the king with a dark secret, an ancient elf on the trail of vengeance, and a member of the king's special "inspector" squad. Be warned ... spoilers follow. The premise is that a part of Oblivion has found its way, partially into the prime material plane. This is the floating city, the Infernal City, shown on the cover of the book. The denizen that formed the demi-plane has been coordinating with conspirators within the king's privy council. The goal is the gold tower in the middle of the Imperial city, but everyone in the story has ulterior motives. Our young waif and lizardmen are best friends. She is an accomplished alchemist, and he is ... what is he, a faithful companion. They end up flying to the Infernal City while the City completely destroys their homeland and turns all the dead into undead. Our young waif uses a family heirloom to contact the prince and tell him of the dangers of the city. Enter the brash young prince who is there to save the day, but it turns out that the prince's whole life is a lie. He has been surrounded by actors and buffoons who are there to make the prince look dashing and regal. When his entire party is wiped out, the prince learns the truth, and his spirit is nearly crushed. Enter the

scheming dark elf who rescues the prince. Our elvish friend spent several decades in Oblivion, escaped, and is dead set on vengeance. The two agents end up meeting and realizing that they are (presumably) on the same side. The lizardman and alchemical companion manage to put together a potion to escape, only to find that they have become part of the demi-plane and cannot go home. So ends the first book. It is followed by *Lord of Souls: An Elder Scrolls Novel*. The pacing is very good, and, while there are many points of view, the author does a good job of keeping it all straight for the reader. I have two minor gripes. First, the book could have been set in any fantasy world. It has a patina of Elder Scrolls painted on, but the Bethesda mythos is not really necessary for the story. The second is that the book is a bit confusing. I had to re-read some of the sections two to three times to figure out who the POV character was and what the context of the section was. All in all, a good book at a reasonable price. In service, Rich

The Original Dr. Games since 1993

I like the Elder Scrolls games, but the books just do not add up to the adventure the games give you. Yes, they are great for a nostalgic read if you want to add to the stories within "Tamriel," but I was hoping for more suspense. The book is predictable and gives hints through character speech about what's coming next. I found this book a bit boring and turned to other books for reading and ended up only reading this one to finish it. Sadly, as an Elder Scrolls fan, I am quite disappointed. The books in the games are better reading than this.

"The Infernal City: An Elder Scrolls Novel" is a story based in the video game realm of Tamriel. I enjoyed the general plot, which is original and not based on any specific game quests. Because this book reads like fan-fiction, I definitely think it helps to have played "Morrowind," "Oblivion," and "Skyrim," in that order of relevance to this novel. I became a fan of these games starting with "Oblivion," and the events in the novel take place 40 years after the Oblivion Crisis between the "Oblivion" game and the "Skyrim" game. I didn't expect the novel to rely so much on the lore of "Morrowind." I believe there is much in the book that I could likely understand better and subtleties I missed because I'm not as familiar with "Morrowind." I would have enjoyed reading the book more had not small annoyances taken me out of the story so often. First, the book could have been edited at least one more time. There are places where words are either repeated or missing, and there are spelling mistakes. Throughout the novel, I also had to go back and re-read because I couldn't figure out who was speaking. Speakers are too infrequently labeled, which causes confusion. The book contains too many characters in too few pages, which means that none of the characters are completely developed and aren't especially sympathetic. Fans of the video game series will see

many inconsistencies in the author's writing. On the one hand, there are places where I enjoy recognizing a Khajiit name when I see it or recalling what Bravil looks like. On the other hand, in the first five or more chapters in the first part of the book, the names of characters aren't consistent with their characters' video game "races." Players of the games would call this "not lore-friendly." I don't think I've ever seen so many letter "X"s. I've played literally hundreds of hours of these games and have barely seen the letter "X." I honestly think that many of the names throughout the novel are weird for the sake of being weird, which is distracting. Overall, "The Infernal City" is a niche novel based on a game franchise. If you are not a fan of the franchise before reading this novel, then I believe you might have difficulty understanding the context of the story, which might make it less likely that you will enjoy reading this book. I would give this novel two-and-a-half stars, if possible. I don't know if I should round down because I feel that the audience for this novel is limited or if I enjoyed reading it enough to round up. Bearing in mind that this is the first novel of two, I'll round up and hope that the second novel is better and that the story finishes strong.

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