Chapter 1 : Bibliography - Steven Schend

Steven E. Schend is a game designer and editor who has worked on a number of products for the Dungeons & Dragons fantasy role-playing game from TSR throughout the s.

Evans, and Circle of Skulls by James P. Schend has written one other f Blackstaff Tower is the first book in the Ed Greenwood Presents Waterdeep series of stand-alone novels set in the Forgotten Realms universe of Dungeons and Dragons. Schend has written one other full-length novel for The Wizards series of stand-alone novels titled Blackstaff, which can be seen as the prequel for Blackstaff Tower. Unfortunately, before she could assume the full power of being Blackstaff, the killer, a guildmaster for the Watchful Order named Khondar "Ten Rings" Naomal, is holding her and trying to torture the secrets of Blackstaff Tower and of the Blackstaff out of her. Thankfully, a sellsword, Meloon Wardragon, and his employer, Laraelra Harsard, overhear the screams and investigate. The biggest issue that Blackstaff Tower has is with the characters. While not terrible characters, there are too many things that hinder them from being something more than just generic archetypes. The first noticeable problem with the characters is the amount of them. There are way too many named characters that have little to no point in the story causing both confusion and a severe lack of development with the more prominent ones. This big problem with the characters because of the effect it has on how generic and underdeveloped the main characters are. When time is taken away to introduce someone who plays little to no part in the novel the main characters really suffer. On top of that, it was almost suffocating with the amount of the characters. Names start blending together before too long and it does become hard to remember who was who. They just feel there to do a job and it was hard to really connect and understand them. Vajra is the most complex of the main characters, but only because of what happens with her. The others are really one-dimensional. There is little more to them than that and as the story progresses, and they never felt like they changed in any significant way. Another issue with Blackstaff Tower is the with its pacing. Simply put, Blackstaff Tower moves way, way too fast. The best way to describe how fast the plot moved is by comparing it to a slide show. For the most part, scenes would happen in such a way that they felt like they were pictures flashing on a screen. Before you can even digest what just happened, you would find yourself in another scene that seemed barely connected to the previous one, aside from characters that is. This made for a very choppy, yet quick story that never seemed to be connected from scene to scene. There were some slower moments, but they were few and far between. Blackstaff Tower really needed to slow down and not throw things at the reader. There never is a motivation for what he does, he just does it for what he thinks is the "greater good". Words can not describe how entertaining he is without reading the novel. He is just entertaining and really makes Blackstaff Tower surprisingly enjoyable. Another thing that Blackstaff Tower does well is the action scenes. When there is an action scene, you know exactly what is going on. On top of that, the action is insanely fun. All in all, the action is just great and does make Blackstaff Tower enjoyable. Each chapter begins with a quote from some book within the world. After reading Blackstaff Tower, I would love to learn more about the five other Blackstaffs and what they were like. Blackstaff Tower has a very colorful blue cover, but what exactly is it supposed to be. It is campy awesomeness that makes Blackstaff Tower awesome. The biggest hindering issue with Blackstaff Tower is with the pacing. The story unfolds way too fast. It really seems like the story is just a series of short events barely strung together. Thankfully, there are things that do make Blackstaff Tower enjoyable. But there is one character that really makes the novel enjoyable. The main antagonist, Khondar "Ten Rings" Naomal is insanely entertaining. You just have to read the novel to really understand why. Also, the action in the novel is exciting, intense, and incredibly fun. All in all, Blackstaff Tower is very entertaining. It would be worth reading if you knew a lot about Forgotten Realm history and lore, but new readers will be lost. First, Steven Schend has, quite consciously, made this story a vehicle by which to promulgate a treasure trove of the obscure details which fill the fictional history the franchise setting The Forgotten Realms. This is certain to be lauded by readers who appreciate world-building at least as highly as narrative-construction, and there is never a sense of heavy-handed exposition in its presentation. Schend has already told you what he was doing with timelines in this book. May I add that he

does it very well. BTW, I must also tell you that Steve is a incredibly generous correspondent and fun guy to have as a Internet friend his Facebook posts always make me laugh. Should he ever travel to land of endless coffee, I owe him something fancy wit Mr. Should he ever travel to land of endless coffee, I owe him something fancy with foam for answering my questions about Waterdeep.

Chapter 2 : Blackstaff Tower by Steven E. Schend Â« Read Between the Lines

Complete bibliography of publications by Steven E. Schend in fiction, game design, editing and development, or other work.

Blackstaff Tower by Steven E. Schend Posted by travizzt on December 4, Vajra is the new Blackstaff, but is captured and tortured. Evans, and Circle of Skulls by James P. Schend has written one other full-length novel for The Wizards series of stand-alone novels titled Blackstaff, which can be seen as the prequel for Blackstaff Tower. Thankfully, a sellsword, Meloon Wardragon, and his employer, Laraelra Harsard, overhear the screams and investigate. The biggest issue that Blackstaff Tower has is with the characters. While not terrible characters, there are too many things that hinder them from being something more than just generic archetypes. The first noticeable problem with the characters is the amount of them. There are way too many named characters that have little to no point in the story causing both confusion and a severe lack of development with the more prominent ones. This big problem with the characters because of the effect it has on how generic and underdeveloped the main characters are. When time is taken away to introduce someone who plays little to no part in the novel the main characters really suffer. On top of that, it was almost suffocating with the amount of the characters. Names start blending together before too long and it does become hard to remember who was who. They just feel there to do a job and it was hard to really connect and understand them. Vajra is the most complex of the main characters, but only because of what happens with her. The others are really one-dimensional. There is little more to them than that and as the story progresses, and they never felt like they changed in any significant way. Another issue with Blackstaff Tower is the with its pacing. Simply put, Blackstaff Tower moves way, way too fast. The best way to describe how fast the plot moved is by comparing it to a slide show. For the most part, scenes would happen in such a way that they felt like they were pictures flashing on a screen. Before you can even digest what just happened, you would find yourself in another scene that seemed barely connected to the previous one, aside from characters that is. This made for a very choppy, yet quick story that never seemed to be connected from scene to scene. There were some slower moments, but they were few and far between. Blackstaff Tower really needed to slow down and not throw things at the reader. Words can not describe how entertaining he is without reading the novel. He is just entertaining and really makes Blackstaff Tower surprisingly enjoyable. Another thing that Blackstaff Tower does well is the action scenes. When there is an action scene, you know exactly what is going on. On top of that, the action is insanely fun. All in all, the action is just great and does make Blackstaff Tower enjoyable. Each chapter begins with a quote from some book within the world. Blackstaff Tower has a very colorful blue cover, but what exactly is it supposed to be. It is campy awesomeness that makes Blackstaff Tower awesome. The biggest hindering issue with Blackstaff Tower is with the pacing. The story unfolds way too fast. It really seems like the story is just a series of short events barely strung together. Thankfully, there are things that do make Blackstaff Tower enjoyable. But there is one character that really makes the novel enjoyable. You just have to read the novel to really understand why. Also, the action in the novel is exciting, intense, and incredibly fun. All in all, Blackstaff Tower is very entertaining. It would be worth reading if you knew a lot about Forgotten Realm history and lore, but new readers will be lost.

Chapter 3 : Blackstaff Tower by Steven Schend

Steven E. Schend is currently considered a "single author." If one or more works are by a distinct, homonymous authors, go ahead and split the author. Includes.

Chapter 4 : Steven E. Schend | LibraryThing

Steven E. Schend has written one other f There are six novels in Ed Greenwood Presents Waterdeep series including Blackstaff Tower. The five other novels include; Mistshore by Jaleigh Johnson, Downshadow by Erik Scott de Bie, City

of the Dead by Rosemary Jones, The God Catcher by Erin M. Evans, and Circle of Skulls by James P. Davis.

Chapter 5 : Steven Schend (Author of Blackstaff)

View Steven Schend's profile on LinkedIn, the world's largest professional community. Steven has 9 jobs listed on their profile. See the complete profile on LinkedIn and discover Steven's.

Chapter 6 : Order of the Gate | Pathfinder Wiki | FANDOM powered by Wikia

Buy a cheap copy of Blackstaff Tower book by Steven Schend. A Call for Heroes! A young group of friends stumble across a terrifying conspiracy that holds the heir to the Blackstaff, the defender of the city of Waterdeep, in.

Chapter 7 : Steven Schend - Wikipedia

Steven E. Schend is a game designer and editor who has worked on a number of products for the Dungeons & Dragons fantasy role-playing game from TSR throughout the s. Biography Steven Schend was born in Madison, Wisconsin in

Chapter 8 : Blackstaff Tower (Audiobook) by Steven E. Schend | www.nxgvision.com

Blackstaff Tower by Steven E. Schend is the first novel in the Waterdeep series. The seat of arcane power, where the Archmage of Waterdeep holds his court. A dark monolith where the rules of reality do not apply.

Chapter 9 : Adventure Hook Random Generator

Undermountain: Stardock, written by Steven E. Schend, was released by TSR, Inc. in It is the last of three Dungeon Crawl adventures to be set in the largest, most dangerous dungeon in the Forgotten Realms: Undermountain.