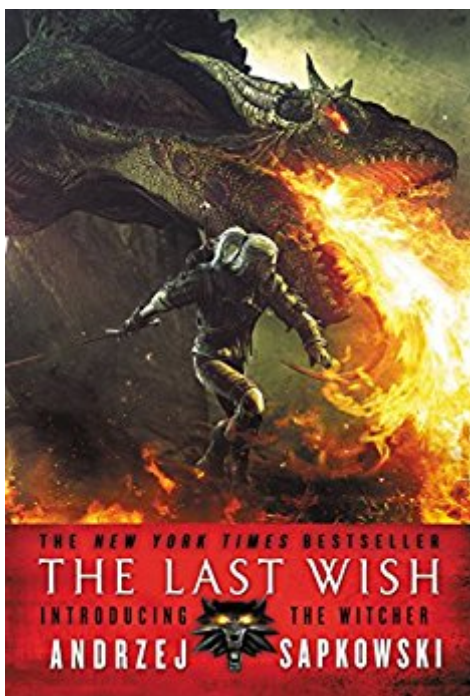


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The Last Wish: Introducing The Witcher



Synopsis

The New York Times bestselling introduction to the Witcher series that inspired the Witcher video games. Geralt is a witcher. Yet he is no ordinary killer-for-hire. His sole purpose: to destroy the monsters that plague the world. But not everything monstrous-looking is evil and not everything fair is good. . . and in every fairy tale there is a grain of truth. Witcher collections
The Last Wish
Sword of Destiny
Witcher novels
Blood of Elves
The Time of Contempt
Baptism of Fire
The Tower of Swallows
Lady of the Lake
The Malady and Other Stories: An Andrzej Sapkowski Sampler (e-only)
Translated from original Polish by Danusia Stok

Book Information

File Size: 3060 KB

Print Length: 292 pages

Publisher: Orbit (December 2, 2008)

Publication Date: December 14, 2008

Language: English

ASIN: B0010SIPT4

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #5,211 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #6 in Kindle Store > Kindle eBooks > Science Fiction & Fantasy > Fantasy > Anthologies & Short Stories #10 in Kindle Books > Science Fiction & Fantasy > Fantasy > Anthologies #62 in Kindle Store > Kindle eBooks > Science Fiction & Fantasy > Fantasy > Historical

Customer Reviews

Andrzej Sapkowski's The Last Wish is a must read for sword-and-sorcery aficionados. The Last Wish and most of the series were published in the 1990s. They spawned from Poland, not the United States or United Kingdom. Inspired the Witcher game series a decade later (2007-ongoing). More to come, the author and series continue. Andrzej Sapkowski's Geralt of Rivia is a Witcher, a superhuman trained to defeat monsters. After hundreds of years killing creatures, there are fewer threats and witchers. Actually

there is less hunting monsters than Geralt sleuthing mysterious altercations. Sapkowski's stories have conflicts that are not lone-Witcher-in-the-wild vs. monster conflict; they are more humans/vs strange forces in which Geralt referees (and usually kills). His investigative methods are a bit rougher than Sherlock Holmes. Each story was as if Conan was dumped into the Grimm's Fairy tales. But all is not grim. Lots of humor present is reminiscent of Fritz Leiber's Fafhrd and the Gray Mouser series. Humans tend to persecute or shun the weird witchers; sustaining future witchers is addressed as the seeds of an apprenticeship are sown. Geralt has dialogue with antagonists often. Lengthy interrogations are common. This approach allows for funny banter, philosophizing, and entertaining information-dumps. This makes for a fast, entertaining read. Sapkowski stands out as a leading non-English writer. No map, table of contents (TOC), or glossary were featured in the paperback translation. I provide the TOC below. The structure reveals the over-arching narrative of "The Voice of Reason" which attempts to connect all the others. This works pretty well, but is not always smooth. This was designed as an introduction to the series. I was impressed enough to order the Sword of Destiny when I was only half way through. It is not until the third book does a dedicated novel emerge. The series and the games continue to this day with books 7 and 8 awaiting English translation (as of 2016).

The Last Wish Table of Contents

1- Voice of Reason #12- The Witcher3 - Voice of Reason #24- A Grain of Truth5- Voice of Reason #36-The Lesser Evil7-Voice of Reason #48-A Question of Price9-Voice of Reason #510-The Edge of The World11- Voice of Reason #612- The Last Wish11- Voice of Reason #7

Andrzej Sapkowski Blood of Elves saga:1. The Last Wish; Short Stories 1992 , translated from Polish to English 2007 when the first Witcher Video Game was released2. Sword of Destiny Short Storeis 1992 translated 20153. Blood of Elves 1994 [novels begin] translated 20144. The Time of Contempt 1995 translated 20155. Baptism of Fire 1996 translated 20166. The Tower of Swallows 1997 translated 20167. Lady of the Lake (1999) being translated for a 2017 release in US)8. Season of Storms (Sezon burz) written 2013, set between the short stories in the first book in the series, The Last Wish. English edition TBDGames2007 Witcher PC2011 Witcher 2 (Assassins of Kings) PC, Xbox, Mac OS2015 Witcher 3 (Wild Hunt), PC, PS4, Xbox

I was led to read the Witcher series because of the popularity of the games. Being an avid gamer, I was interested in The Witcher 3, a game that has been labeled one of the greatest fantasy RPGs of all time by many. Being a huge RPG fan, I decided to read the books before playing the game and I'm truly grateful I did. Otherwise, I may have missed out on such an amazing series. Andrzej Sapkowski has created a masterpiece. He was recently interviewed by various game reporting new

sites, and he came across as slightly bitter that the games enjoyed more widespread fame than the books. At the time, I thought he was needlessly bitter. After having read *The Last Wish*, I fully understand his disappointment! While I truly love games, I feel that it would be a travesty if people only remember the *Witcher* for its wonderful games, but not for the superb books!!! Sapkowski has created a dark and vibrant phantasmal world, filled to the brim with elves, dwarves, satyrs and spirits. I particularly enjoyed the author's reinterpretation of European folktales and how he integrated this into the mythos of the world! The characters were all interesting and very likable. I loved how the author intelligently crafted the story so as not to force the reader to choose who was wrong or right, but simply that the world is filled with flawed agents all acting in their own self-interest. Gerald in specific, is a complex character with many interesting layers to him. All in all, I really loved the book and would wholeheartedly recommend it to lovers of fantasy and fans of the game.

I purchased and started reading the *Witcher* novels shortly after beating the *Witcher 3* video game, and to be one hundred percent honest, I'm glad that I had unintentionally wait until after I had beaten the game. Granted, I put a TON of hours into that game alone, not to mention its predecessors, but to sit back and read the original material in which it was based off of - that was wonderful in more ways than I can describe. There were so many references to material from the books in the game themselves, and while I hadn't previously understood them entirely, the books easily cleared everything up about it, explaining them all in great or at least sufficient detail. That said, I'm glad again that I started reading them -after- playing the games because otherwise they wouldn't have held as much significance to me or made me laugh quite as much. Each book is well worth the read on itself for any solid *Witcher* fan, and as well for any general fiction fan looking for a great series to pick up, even if they don't quite understand the *Witcher*verse before diving in.

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