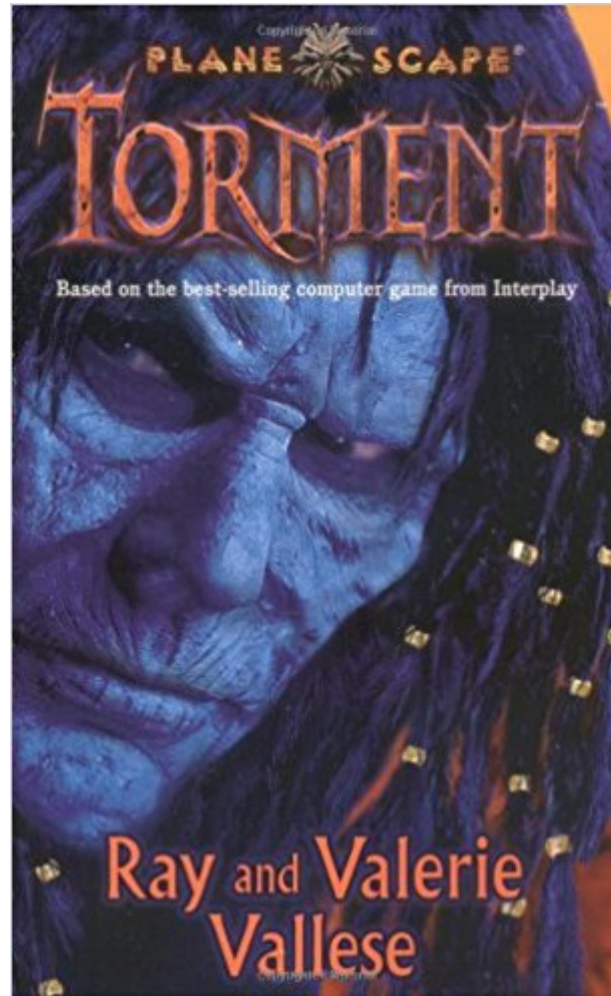




The book was found

Planescape: Torment



Synopsis

An eternal warThe endless Blood War rages, a never-ending battle between the fiends of the planes. Amid this horrific conflict, a single hero with no memory of his past seeks to discover his true identity. Of course, this being the planes, his companions on his quest are ... unusual. But if you can't trust a floating skull, an eccentric investor, and a succubus, who can you trust? Practically no one. Based on the best-selling computer game from Interplay.

Book Information

Mass Market Paperback: 256 pages

Publisher: Wizards of the Coast (October 1, 1999)

Language: English

ISBN-10: 0786915277

ISBN-13: 978-0786915279

Product Dimensions: 7 x 4.3 x 0.8 inches

Shipping Weight: 3.5 ounces

Average Customer Review: 2.9 out of 5 stars 21 customer reviews

Best Sellers Rank: #668,832 in Books (See Top 100 in Books) #282 in [Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons](#) #4268 in [Books > Science Fiction & Fantasy > Fantasy > Sword & Sorcery](#) #19072 in [Books > Literature & Fiction > Contemporary](#)

Customer Reviews

If you like computer role-playing games and haven't checked out Black Isle's FANTASTIC Planescape: Torment, stop reading this and go buy the game. You will see why Computer Gaming World gave it the best RPG of 1999. This novel takes many of the very basic elements of the game and weaves them into a watered-down yet easy-to-read story. Certain elements are changed (for example: the "Nameless One" character gets a temporary name early in the story) and most of the sub-quests have been eliminated. For a game that focuses on character, the book is surprisingly action oriented. With all of that said, the authors have a nice style and do a very good job elaborating interesting details. I'm a pretty slow reader, yet I finished this book quickly because the authors knew how to keep me reading. Overall, if you love the game, this is a fun way to relive some of the events from a different perspective. Just don't expect expanded characters and in-depth quests, you might be disappointed.

I love the game and the book is what is to be expected. This book attracts you into it very quickly

and you dont want to put it down.

Most of the time the book is better then the movie, etc. Not this time. Maybe it was my fault for playing the game through before reading the book, but this book was run of the mill fantasy dribble. I read it through in two days but i cant say that that was because of how enjoyable it was. I read it quick so i can move onto another book. As of right now the game can probably be got for as little as this book. If youre interested in DnD or Planescape, pick up the game. You wont be sorry. But stay away from this book!

Well if you enjoyed the game then skip the book. The story is the bare minimum of the game. The characters are not really well flushed out and they don't seem to carry the level of development you see in the game. That says something when a computer game has more character development and storyline than a book.

... you'll love the book. If you havent played the game then you won't. This book helps fill in a lot of questions re: the Nameless One and is a pleasant complement to the game. A lot of fun.

I wasn't expecting this book to be very good. I mean, how often is it the case that a novel is better than the video game it's based on? I can't think of a single one, but then this is the only book I know of that was inspired by a video game. What's next, movies based on video games? Oh wait, let's not go there... I've played through Interplay's video game "Plane Scape: Torment" and it's a tough act to follow. In fact, the book doesn't really try to follow the game all that closely, which isn't necessarily a bad thing in and of itself except that the book has so little to offer on it's own. In fact, I couldn't help but think that the book was trying to say "I am not the video game" over and over again while I was reading it. Only three out of the large stock of characters in the video game appear in the book: "Mort", "Dak'kon" and "Annah". "Fall-from-Grace" makes a short appearance, but in retrospect this spares the reader an even bigger disappointment. The most intriguing aspects of "Mort" and "Dak'kon" were ripped out and I could almost see the ragged gaping holes that were left behind. I'm afraid I could go on. There's much more to say about what the book isn't than about what it is. I can only recommend that you play through the video game (if you can find it) and try to overlook the dated software; the dialog and plot are what make it worth while. Usually that's what one would say about a book, but not in this case.

I played the computer game first. I was amazed at the quality. I thought it should win RPG of the year. The characters were well developed and interactive. The plot and graphics were rich and detailed. I bought the book to better understand the characters, to get more insight into the plot, and ,in general, to get more of what I loved in the computer game. I wanted more insight. The writing in a novel would seem to be less restrictive, limited only by the imagination. The book gives more, but the computer game has SO MUCH written dialogue, that it almost plays like a separate interactive novel. In many ways, the book barely even touches the complexity of some of the characters or side plots in the computer game. The book disappointed me with the treatment of the meeting of Ravel in the maze (very unremarkable), the scant appearance of Fall-from-Grace (she leaves the plot line very quickly), and some significant variations in the characters from the computer game, in style, and sometimes in personality. I felt that Morte was held back too much, and Dak'kon was made too personal in the novel. The computer game has much more DEPTH overall that this book doesn't touch, but the book adds some subtle details and clarifies major plot points that weren't completely clear in the game and leaves out others (where was Dionarra!). The book certainly clarifies the ending (at least in the way my first computer game has ended). If you've already played the game, I recommend this book only if you truly loved it and want to fill out more details. The question would be how much you are willing to pay for more background. The plot is the same, and much is anticipated, but many scenes were in new places and many characters had subtle twists. If you haven't played the game yet, DON'T BUY THE BOOK! The plot and characters are so much better developed in the computer game. Let the enriched media enchant you all the way. Reading the novel first would have reduced the wonder I felt when playing the game. Get the game first, then buy the book if you're still interested. I hope this helps.

[Download to continue reading...](#)

Planescape: Torment The Torment of Buddy Rich: A Biography 23 Minutes in Hell: One Man's Story About What He Saw, Heard and Felt in that Place of Torment The Quiet Room: A Journey Out of the Torment of Madness Becoming Sinners: Christianity and Moral Torment in a Papua New Guinea Society (Ethnographic Studies in Subjectivity) Spider-Man #2 Torment Part Two Scariest Stories Ever Told: Better Lock Your Door: Accounts Of Those That Experienced The Torment (Creepy Stories Book 1) Wicked Torment (Regency Sinners 1) His Sweet Torment: A Bad Boy Billionaire Romance Torment (Fallen Book 2) Torment: A Fallen Novel, Book 2 The Torment of Renegade X (Renegade X, Book 3.5) Teen Torment: Overcoming Verbal Abuse at Home and at School

Contact Us

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)