



**Paul B. Thompson**

## Nemesis

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A new threat looms on the horizon.

The long-awaited completion of Rath is approaching. The Dark Lord's plans to invade Dominaria will soon see fruition. Only the struggle for power in this artificial plane remains. Urza Planeswalker will not stop the Phyrexian empire.

Witness the creation of his nemesis.

## **Nemesis Details**

Date : Published February 1st 2000 by Wizards of the Coast

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Author : Paul B. Thompson

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## From Reader Review Nemesis for online ebook

### Scott Johnson says

This was probably some of the strongest writing in this series in a while. There were fairly well-developed characters with believable motivations. There was actual peril where I had no idea who might make it through to the end; characters risked and lost things. Not all heroes triumphed, and everyone was changed in some way.

It's sad that such basic things are accomplishments, but you can't say any of these things about many ultra-popular series lately (looking at you, Twilight).

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### Bradley says

A gloriously dark read full of devastating action. The story rests well on its own and positively glows with the storyline of my favorite card game. Excellent book. =)

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### Chip Hunter says

Taking place at the same time as Mercadian Masques, NEMESIS chronicles the events on Rath after the Weatherlight escapes. Crovax and Ertai, left behind by Gerrard and Company, play spotlight roles in this book as they compete for the admiration and respect of Belbe (a great new Phyrexian character), who is to name the new evincar of Rath. The Rathi rebels, lead by Eldamari also play a significant role here, but the primary storyline revolves around the events at the Stronghold. The story is fairly exciting, with a number of surprising twists that I doubt you'll see coming. It will definitely entertain, and leaves you with a strong desire to pick up the next book.

The most intriguing character has got to be Crovax, who has become (thanks to Phyrexia) a psychotic killing machine that feeds off the souls of his victims to gain power. Very different than the Crovax we met in Rath and Storm. Greven il Vec also plays an important role here, and develops into a character you may actually start to like. Ertai and Belbe's unusual and doomed relationship is fun to read about, and adds another aspect to this highly interesting story.

Overall, this book is a good addition to the series. A strong 4-stars.

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### Philip Traum says

Honestly, this book turned out to be much better than I was expecting. I picked it out of a free book bin and decided to give it a chance in spite of a few faults which in another circumstance would have turned me off a book of this kind. These particular irks are the fact that it's part of a overly commercial franchise (Magic: the Gathering) and that it's the second tome in a trilogy I hadn't read at the time. I kept the book for almost a year or so before taking the decision to get rid of it, but as a enthused reader, I had to give it a chance before

donating it.

This book focuses on the Phyrexian efforts to dominate Rath while they prepare for the invasion of Dominaria and the power struggle that occurs at the citadel when the Phyrexian evincar, Volrath, mysteriously disappears. To most this may seem as fanboy jargon but the narrative quickly manages to situate the reader. The characters that appear, for the most part, show some level of complexity and depth while inhabitating a world which comes across as plain and one dimensional. Perhaps I've become quite jaded due to exposure to other literary works or perhaps I'm simply not part of this novel's target audience but I felt there were some plot holes in regards to the economy of Rath and the Phyrexian empire which would allow the situation that is presented to occur (How can an army lose several thousand troops without facing any immediate difficulties of repercussions? How is a holdfast able to recuperate quickly after a particularly destructive attack with no care as to material or human cost?). Never the less it's an enjoyable and stimulating fantastical setting filled with action and intrigue as well as compelling magical occurrences. The story keeps a fast pace but seems to drag on a little longer than necessary towards the end. However I do recognize the effort that was spent by the author in creating a piece that acts as bridge in a larger narrative but does not require the previous book or the following one to stand on its own and has a complete arc for the reader to enjoy.

I don't plan on rereading this book or revisiting this universe. I'm still donating the book but I am glad I gave it a chance and did not miss an opportunity to explore the fictitious universe of Magic: the Gathering, a card game that gave me hours upon hours of entertainment during my adolescence.

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### **Zharel Anger says**

A deviously dark read full of devastation and action. Forget about the story being in the world of MTG. Take this world and these characters as they are in this book alone.

The heroes are devastated or warped beyond moral recognition by a brilliantly written arch villain, Crovax, a vampire/cyborg who would take a village's elders and children hostage to demand allegiance from the adult population and then secretly kill off the hostages in cruel and unusual ways to drink in their suffering souls.

The end wraps up nicely with the beginning, full of tears and a bit of twisted dark humor concerning the oily heart. The tragic hero is a nice surprise and twist. He is ultimately not the hero for world you would expect, nor are we assured that he will be victorious for the ones he chose to save.

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### **Rocky Sunico says**

I've posted a full review of this book on my blog here:  
<http://www.geeky-guide.com/2010/10/bo...>

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### **Michael T Bradley says**

I'm just flying through these M:TG books because I'm not really enjoying them, sadly.

For this book we switch back to Rath, where some of the Weatherlight crew got trapped at the end of Rath & Storm, and we follow their story, along with the denizens of Rath. Ertai really comes into his own here, and basically the main plot becomes him vs. Crovax to become the new evincar of Rath (chosen by this weird clone-woman the Phyrexians have sent to speak for them). This actually SOUNDS fairly awesome, when describing it, and I got the furthest through this book out of this trilogy, but holy hell did it quickly lose appeal. Everyone like ... LOSES dimensions as the book trundles along, become less interesting and more ho-hum. This is the book I desperately wanted to like out of this trilogy, but it just left me cold.

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### **Kevin Glusing says**

My friends and I have a soft spot for Ertai after reading about him in the Rath and Storm. The way Paul tied this story together for him had me practically in tears before I was done. It all made sense, but argh why did it have to happen?

Hopefully the above doesn't seem too spoilery, rather, I would hope it entices anybody reading this to give the book a good read. Crovax is likewise handled quite well in his relation to Greven, Volrath and Ertai. How they all play out with Belbe at the head of everything is far and beyond amazing.

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### **Shase Lindell says**

An adorable little love story.

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### **Andrew Webber says**

actually surprisingly good! ps i'm a big nerd

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### **Iain says**

A decent entry in the Weatherlight/Dominaria saga that seems a bit out of place as it is set entirely on Rath and has no members of the Weatherlight crew (excepting some minor characters separated from the Weatherlight in prior novels).

My biggest issue with the book is the way that both Greven il-Vec and a keynote Phyrexian Construct behave very differently than a reader of the series would expect. Greven bares little resemblance to his prior characterization, and the Phyrexian behaves nothing like we'd expect a Phyrexian construct to behave.

The book while pleasant, and necessary for story arc continuity, reminded me of one of the new Star Wars movies. Not a good thing.

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