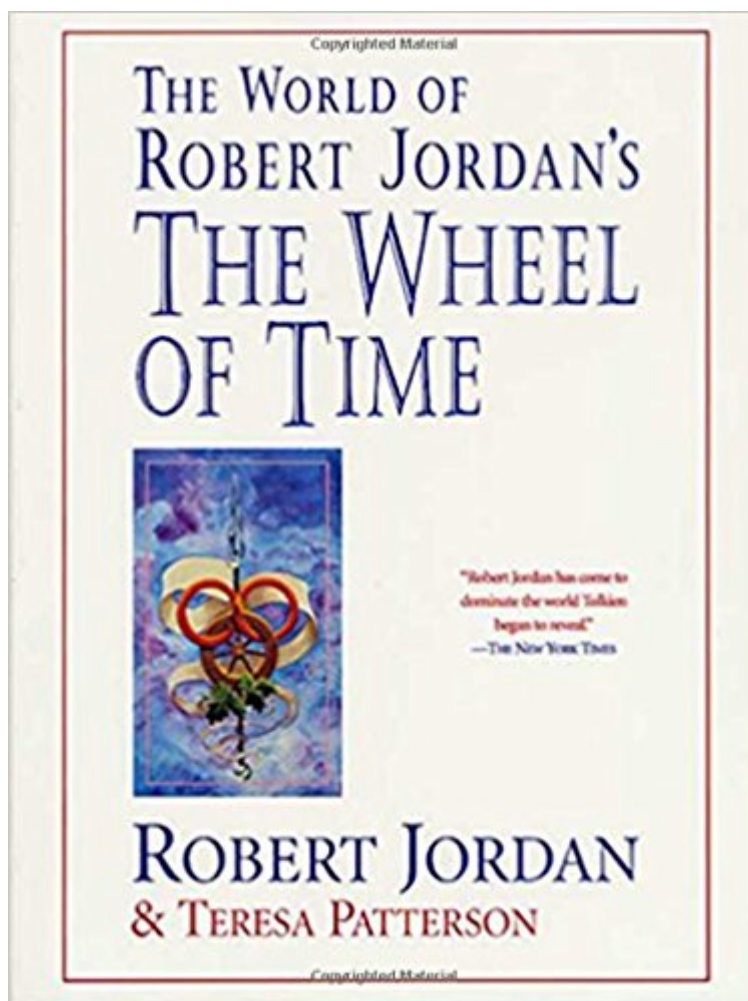


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The World Of Robert Jordan's The Wheel Of Time



Synopsis

Since its debut in 1990, *The Wheel of Time*™ by Robert Jordan has captivated millions of readers around the globe with its scope, originality, and compelling characters. The Wheel of Time turns and Ages come and go, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth returns again. In the Third Age, an Age of Prophecy, the World and Time themselves hang in the balance. What was, what will be, and what is, may yet fall under the Shadow. In this series companion book, over fourscore full color paintings include stunning new maps of the world, portraits of the central characters, landscapes, objects of Power, and national flags. The reader will learn about the exotic beasts used by the Seanchan and read of the rise and fall of Artur Hawking, peruse the deeper story of the War of the Shadow. Here is the tale of the founding of the White Tower, and the creation of the Ajahs. The inner workings of the closed country, Shara, are revealed, as is the existence of a hitherto unknown continent called The Land of the Madmen. This stunning volume also includes double-page spreads of the seven book jackets by Darrell Sweet so that the art can be enjoyed without type, and all the known maps of the world, including maps of the Seanchan Empire, the nations of the Covenant of the Ten Nations, and the nations as they were when Artur Paendrag Tanreall began his rise to legend. Every Robert Jordan fan needs this book.

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The Wheel of Time Companion
By Robert Jordan and Amy Romanczuk
Patterns of the Wheel: Coloring Art Based on Robert Jordan's *The Wheel of Time*

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Customer Reviews

"The Wheel of Time turns, and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again." Jordan's Wheel of Time series has uncountable fans, and those who are looking for an encyclopedic history and mythology of Rand al'Thor's world will enjoy this work, which fills in background rather than furthering the story. Also included are double-page spreads of Darrell K. Sweet's seven book jackets for the series. --This text refers to the Hardcover edition.

Fans of Jordan's popular "The Wheel of Time" epic fantasy series now in its seventh volume (*A Crown of Swords*, Tor, 1996) will benefit from this illustrated guide. It includes 70 new full-color paintings of maps, flags, characters, and objects of power. A detailed text explains plot and characters in a narrative form rather than in encyclopedic entries. Although the lack of an index may make this volume hard to use as a reference source, its completeness will serve to introduce new readers to the series. Recommended where the series is popular. Copyright 1997 Reed Business Information, Inc. --This text refers to the Hardcover edition.

I have a weird child-like fondness for the WoT, the first volumes of which I read as a kid, and this is an interesting and well-written supplement to the series. It illuminates some of the details and logistics of the philosophy, magic system, and cultures of the WOT books in an clear, engaging way. Since RJ was involved, I think a reader can reasonably take the content here as canon, if you will. On the other hand, the book has two major weaknesses. One is that it was compiled and published mid-way through the series -- so it is far from comprehensive. There are things I was curious to look up in this book that simply aren't there, because they didn't exist in the series itself yet. (A more comprehensive encyclopedia edited by Jordan's wife is due out late in 2015, I believe.) Two, is that the art is pretty god-awful. And that's coming from someone who actually kind of *likes* the mass market paperback cover art for the series. If you think that art is bad, this is far

worse. It's sort of embarrassingly poor. So in short, this is okay -- if you're a fan and you can get it cheap, I'd say go for it. Otherwise wait for the newer reference due out soon.

The Wheel of Time series is at the top of my list for fantasy literature. I found this book to be very informative, and I particularly enjoyed the age of legends section. I only wish the book had an update to reflect closure for the series. Also, I would love it if Brandon Sanderson would write a prequel novel covering the age of legends in greater depth.

Seriously, couldn't they have gotten someone other than Napoleon Dynamite to do the artwork for this book? I mean, isn't The Wheel of Time series one of the most popular fantasy series in the history of books? The illustrations are incredibly inaccurate and hilariously bad. Lanfear, who's supposed to be, like, the most beautiful woman ever, looks like a greasy-haired Drew Barrymore with a bad nose job. And I swear he used a photo of Keanu Reeves for the (capeless) Myrdraal. I could go on and on... Pretty much like the covers of the books (which are at least done with a bit more accomplishment), the illustrations all look like they were done by someone who never actually read any of the books. With all the amazing fantasy illustrators out there, I just don't understand. The book itself is a decent expansion on some of the historical bits from the series.

This is a great reference or companion book to Jordan's epic series. It is written well and blends to be a lot like an encyclopedia of the history for the world of these books, including past and present events, characters, maps, political evolutions of the realms, etc. A very valuable reference to the experience, such as looking up the cast of characters; listing The Forsaken or the heroes, and their biographies for example. I am very happy to have this book, especially in hardback. Having good maps alone was worth buying the book. An important warning: much like a "spoiler alert", I must say that reading this book along with (simultaneously) the beginning books of the series will certainly spoil the unfolding of the storyline. For myself, I read the first two books and had a desire to look more closely at the maps and have a nice reference to high-quality maps while reading. I acquired the reference while still in book three, and began reading the history of events and people, such as the Aes Sedai, and learned information that had not occurred yet (in my progress through the series). When a reader learns ahead of time "the whodunits" such as when people die, who kills them, who takes their place, etc. it is definitely a spoiler. I am not even halfway through the entire series, but have learned to be careful in that way. Some information I learned too early made me feel like some things were ruined for me. In that way it is less of a companion book and more of an

encyclopedia. I know I will enjoy reading parts of it as I go, but will likely enjoy it more as I wish to remember and refer back. That warning is the only negative aspect I might offer. Aside from wishing some of the character portraits were more realistic (artwork) I have nothing but a positive recommendation at this time.

I have been searching for years for this book. A suggested list of books came up while I was searching for another book and I saw it there. I bought it right away. The book came yesterday as promised and it is a phenomenal amount of detailed and richly illustrated information about everything in the series. It is literally, an encyclopedia of The Wheel of Time Series by Robert Jordan. I am now reading the thirteenth and final installment in the series and I will be reading them all again. I recommend this book to anyone that loves this series.

This is basically encyclopaedia with some history passages from before the series begin which gives you a more solid idea of the WOT universe and fills in some gaps too. I personally enjoyed this very much after reading the whole WOT series and it will probably come even handier once re-reading the series. Might not be a great idea to read if you haven't gone too far into the series yet as can contain spoilers.

Somewhat early piece. Not the best, not the worst. More so interesting to look back at that point in the series.

I am a big fan of the WoT books. I've always been a little disappointed with the artwork the publisher produced. I was not impressed with this book's artwork either. The information within does not do much to enhance the experience for WoT readers. Even though I was disappointed, I will not tell all Wheel of Time fans to stay away. It depends on your expectations. If you love the books and want to buy up everything related to them, this will enhance your collection. The book is professional and accurate to the series. If you have not read all the books you should be aware that there could be some spoilers. This book defines a 3 star review- competent, but not impressive. To this day the best WoT art has been the fan art and the recent eBook covers.

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