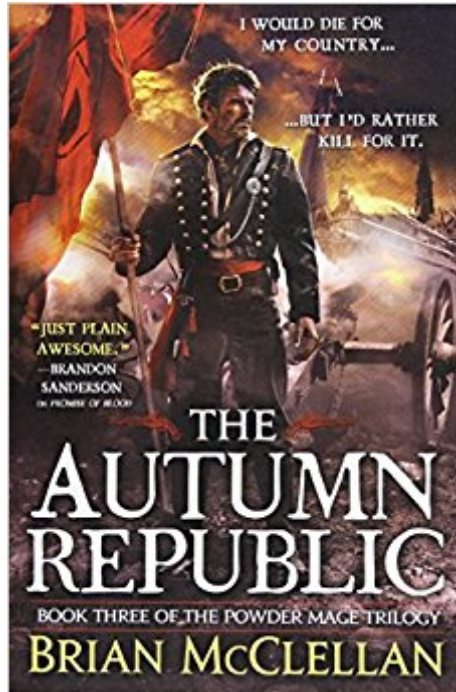


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# The Autumn Republic (The Powder Mage Trilogy)



## Synopsis

IN A RICH, DISTINCTIVE WORLD THAT MIXES MAGIC WITH TECHNOLOGY, WHO COULD STAND AGAINST MAGES THAT CONTROL GUNPOWDER AND BULLETS? The capital has fallen...Field Marshal Tamas returns to his beloved country to find that for the first time in history, the capital city of Adro lies in the hands of a foreign invader. His son is missing, his allies are indistinguishable from his foes, and reinforcements are several weeks away. An army divided...With the Kez still bearing down upon them and without clear leadership, the Adran army has turned against itself. Inspector Adamat is drawn into the very heart of this new mutiny with promises of finding his kidnapped son. All hope rests with one...And Taniel Two-shot, hunted by men he once thought his friends, must safeguard the only chance Adro has of getting through this war without being destroyed...THE AUTUMN REPUBLIC is the epic conclusion that began with Promise of Blood and The Crimson Campaign.

## Book Information

Series: The Powder Mage Trilogy (Book 3)

Paperback: 640 pages

Publisher: Orbit (January 5, 2016)

Language: English

ISBN-10: 0316219118

ISBN-13: 978-0316219112

Product Dimensions: 5.5 x 1.6 x 8.2 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars Â Â See all reviews Â (243 customer reviews)

Best Sellers Rank: #48,349 in Books (See Top 100 in Books) #34 in Â Books > Science Fiction & Fantasy > Fantasy > Military #619 in Â Books > Literature & Fiction > Genre Fiction > Historical > Fantasy #852 in Â Books > Literature & Fiction > Genre Fiction > War

## Customer Reviews

WARNING: THIS REVIEW IS FOR BOOK THREE IN A TRILOGY AND NECESSARILY SPOILS THE FIRST TWO. IF YOU HAVENÂ™T STARTED, YOU SHOULD PICK UP PROMISE OF BLOOD. Disclaimer: I received an e-copy of this book for free from Brian. This has in no way affected my review. Brian McClellan is one of those authors who has managed, so far, to get better with every book. He also writes at near Sandersonian levels of speed, not only producing a large novel every year, but many side projects, including multiple novellas, short stories, and even

another (unpublished) novel in the mean-time, while still managing to keep up the quality of everything. But this review isn't about the novellas, though I certainly talk about them at some point. Rather, I'm here to talk about his latest novel. Promise of Blood was a good, fun ride. It didn't utterly blow me away, and there were some minor problems throughout that kept me from being fully engaged. The Crimson Campaign improved on Promise of Blood in many ways, delivering a rousing, brilliant ride with the characters McClellan had introduced us to in the first book. The Autumn Republic, the final volume in the first power mage trilogy, is somehow even better, perhaps because it manages to capture all of the magic of The Crimson Campaign while adding the inevitable adrenaline rush and satisfaction of tying up so many plot threads at once. The characters continue to grow more engaging—especially Nila, whose powers were revealed at the end of The Crimson Campaign. It was refreshing to see her get a larger role in the story, and it also gave some very interesting insights into the life of a privileged, where the rest of the story has been told almost completely from the view of the powder mages.

[some spoilers in here, so be warned... I'll try to temper them] Brian's first book in this series was interesting, but a bit of a slog to get through. Too long, too many characters, didn't tie up a lot of things that I felt he should have, etc. I literally forced my way through the book because I didn't want to give up, even though I felt like I should. I also had frequent POV questions with the book, and without looking it up I'm still not totally sure if it was intended to be 3rd person and had lots of mistakes, or if it was a really tight omniscient... which seems odd. The second book was much better. It did get a bit slow in the middle, but generally the pacing was better, the arcs made more sense, the characters were brought down to a reasonable number, etc. Much better. The third book seems to be slipping back to some traces of the first. I've hit the point where I'm again considering putting the book down (as I did in the first), and I'm not even a third of the way through. Not too many characters, fortunately, but it feels like we're dragging on and on. There are also the occasional POV problems again. Another thing I find baffling is the failure for characters to respond with appropriate emotion to things. In one scene a girl who was never a sorcerer before, but recently discovered that she was, spends what seems to be 15-30 minutes trying to figure out how her power works... and then wipes out 3/4 of a brigade with a wall of flame. (mind you it was also pretty obvious what was going to happen here since otherwise a number of main characters were going to get wiped out) A man looking on has the equivalent reaction of "Oh. Hey. Look at that." This seems to come up a lot.

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