



The Shattered Sun

Rachel Dunne

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The epic sword-and-sorcery *Bound Gods* fantasy series comes to its dark conclusion in this thrilling story of a vibrant world whose fate lies in the hands of vengeful gods and bold warriors

The world has been plunged into darkness . . . and only the scheming priest Joros might be able to bring back the sun.

With his ragtag band of fighters—a laconic warrior, a pair of street urchins, a ruthless priestess, and an unhinged sorcerer—Joros seeks to defeat the ancient gods newly released from their long imprisonment. But the Twins have champions of their own, and powers beyond knowing . . . and the only sure thing is that they won't go down without a fight.

The fate of the world hangs in the balance as the Twins aim to enact revenge on the parents that imprisoned them, and the world that spurned them. The Long Night has begun, and the shadows hide many secrets—including that the Twins themselves may not be as powerful as they would have everyone think.

Joros and his allies must strike now—before the Twins can consolidate their power . . . and before they are allowed to shape the world in their vision.

The Shattered Sun Details

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Author : Rachel Dunne

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From Reader Review The Shattered Sun for online ebook

Tena says

I won this KINDLE edition in a GOODREADS giveaway.

Joe Crowe says

This is book 3 in a series that reminds me a lot of playing Dungeons & Dragons. It's a swords-and-sorcery action story with evil magic users, an intrepid party, and lots of bad die rolls.

You'll need to read the first two books in this series, but that's a feature, not a bug. It's one big story, missing only a fantasy-world map at the beginning of the book. When there's a map it's an easy signal, in a good way, that authors think way too much about their stories. In this case, the rest of the book shows the author spent way too much time digging into the world she created.

In short, this is good stuff, and it'll get you amped up to play more games or read more sword-and-sorcery. At the same time, if possible. I can't wait to see the next thing that author Robin Dunne does.

Garrett Olinde says

Spoilers. Very inventive, clever, detailed story line. Lots of main characters died. Their goal was accomplished, but the survivors had little idea what to do next. I don't give many fives.

Tracy Diederich Santelman says

Excellent

Great continuation of this story and a very satisfying conclusion for the characters. Thoroughly enjoyed this trilogy. Please write more stories!

H. P. says

The Shattered Sun is a hard book to pin down. The copy describes it as an “epic sword-and-sorcery . . . fantasy.” It is, technically, an epic fantasy. The trilogy concerns potentially world-ending matters. The third book, after all, opens with the sun extinguished by the revived Twins. But the story still manages to feel small for an epic fantasy, focusing on a handful of characters and taking place in limited locations. On the other hand, I wouldn't say it is sword and sorcery. I think the term they should be looking for is “grimdark.” But the Bound Gods books don't necessarily satisfy the grimdark penchant for gore. But they are dark and handle moral ambiguity in a much more thoughtful way than the average grimdark.

More to the point, the Bound Gods books aren't plot-centric enough to be sword and sorcery. The strength of the series has always been Dunne's writing and her characterization. Long lulls between the action is neither necessary to nor sufficient for characterization, but Dunne uses them inordinately well for it. Ultimately, though, a fantasy trilogy comes down to plot, and the Bound Gods trilogy is marred by a weak finish.

How many series feature their strongest climax not in the final book, or even in the first book, but instead in the second book?

The end of the second book sets up the plot of the third. The Fallen successfully revived the demigod Twins, and the Twins immediately extinguished the sun. But doing so left them weakened, and the sun isn't exactly extinguished. An eternal night has begun, but the air remains warm and crops even grow. There is a window of opportunity to defeat the Twins before they regain their full power.

The Shattered Sun benefits from bringing (almost) all of the characters from the first two books together. I particularly missed Scal in the second book, and he plays more of a prominent role here, now wielding the powers that will get him dubbed "Nightbreaker." But he is almost more of a plot device than a character.

I mentioned above that the Bound Gods books handle moral ambiguity more thoughtfully than the average grimdark. Grimdark tends to just paint the protagonist as also awful, which is both lazy and unsatisfying. Dunne does something more interesting. Doing things for the right reasons can lead to doing great wrong, as Kieron learns (although he will get his chance at redemption). Self-interest can lead to doing the right thing, as we see with Joros.

The ending, though, mars the book, and the entire series really. It was a bit too cheap, not well setup, and it left me with one big, looming question (and not in a good way).

Disclosure: Harper Voyager sent me a review copy of The Shattered Sun.
