

Sword Sheath's Child Review



To be honest I've seen screenshots from this series before so I had some expectations about the series, but by the end of it, I have quite a lot of things to say.

First I would like to talk about what the best part of this series is and it is hands down the artstyle.



These might be small so I suggest you go and check them out yourself, but the way a lot of the action scenes are drawn just remind me of beautiful ancient ink tapestries, basically, amazing artworks. While I do only show these action scenes, the average quality of the series is amazing so you honestly won't be bored by how it looks.

Also because the artstyle is good, another thing I enjoy are the female characters because some of them are just really cute, though all the characters look amazing.

Anyway besides this, it's unfortunate but I'm going to have to talk about a lot of things that made the series a question mark for me. I would like to say first that none of what I say here should dissuade you from reading the series, and these issues may not even affect your reading experience, but these are just things that I personally had issues with.

Starting off the series, one of the issues I foresaw was that things were surprisingly messy. We're thrown straight into 2 scenes which don't make much sense to be next to each other. The starting 'flashback', and then Bira. Then we follow into the first fight between Kulan and Yan, in which we learn that Bira is more than who he seems to be. Also at this point you still don't

exactly know who exactly the main character is. Anyway, I chalked this up to just being the start so information is scarce and all so I just decided to continue onwards, though I took a mental note.

However, I think I realised that things aren't going to go the way I expected when the first major battle happened between Yehwa, Sohyun and Bira. I think this battle was honestly super hype and it gave a glimpse into the potential future battles that were going to take place, but also cemented 2 issues that were soon about to come true.

First, how many characters and how many flashbacks explaining these characters will we get, considering that everytime I see a flashback, I'm left with a question answered and two questions implanted in me. I started to worry whether this would go down the normal track of Chinese Wuxia and hoped I wouldn't be bombarded with 100 characters by the end of the series.

The second was the world building. I think some people might not have a clear idea of world building so here's my personal definition of it. World building to me is, like you would expect, about the world, meaning the landscapes, the cities, the kinds of beings inhabiting it, and most importantly for this series, the power system. For example, how is this power gained? Where does it come from? Who beats who? It's all small inconsequential things when you don't try to notice it, but when you look at it, these questions can snowball from just small ping pong sized balls to massive building sized boulders.

I think getting into the first 'curse' battle of the series, most of the issues weren't overly aggravated. The characters which appeared kinda weren't too important, and the information you got was enough for what it's worth. The only thing that would end up mattering is the introduction of Banjo's subordinates, which all end up becoming semi important and all have backstories as well, which if you couldn't already tell, is not something that I'm very looking forward to.

Anyway, the next few major battles to talk about I'll speed through a bit, but they all basically follow the same idea of, introduce a character that needs to be defeated > has flashbacks that gives more information about the world and Bira for the most part > information plays into a following major battle.

In order of these battles are dragon king Pajeon, where more information about the Iron Blood Demon is given, as well as bring up the situation with the Northern Sky Demon sect. Afterwards is the deer demon fight, which brings to light more info on Bira (which basically all the battles will do), as well as more info on curses and the nine mythic sins and also the probable final boss of Mahoo? Manoo? I actually forgot his name but the wind mythical beast. If you're wondering what a mythical beast is don't worry because I don't know either I just know that they exist. The last major fight would be the last one before the end of the season and it's the one against Yu Mabek and Banjo, in which honestly far too much information is given. You get a lot of

information about Bira here and it's messy with too little information to get a clear picture of the whole past.

And with all these major arcs finished, the amount of questions you have for multiple characters, like Yehwa, Sohyun, Banjo, all Banjo's subordinates, the huge relationship web that all of them have, and most importantly, Bira, is so many that you could probably write a whole thesis paper worth of speculations.

Anyway, the series is not all about these major fights and Bira and there are small sections between these major arcs that include Yu Mabek reappearing, the Northern Sky Demon Cult's backstory which brings to light a lot about Yehwa and Sohyun, as well as the appearance of the nine mystic sins other counterparts and apparently also having a lot of past with the Iron Blood Demon and even with Bira.

However, the truth is, by the end of this first season at chapter 102, there's a mountain of questions that are still waiting to be answered, both about the whole world, the ideas about the world and each individual character and their relationships with each other. And the honest thing is that while I am writing this right as I finished the series, there's a lot that I'm probably already forgetting because this series is basically run by events that happened in the past and not all that information has been provided yet.

To be honest, with the fact that answers have been slowly being given to old questions and the flashbacks are slowly catching up to the present, I believe that all the foreshadowing and setups will end up being completed at some point in the future, the only question is, when the answers and payoffs finally come through, will I still remember everything I need to to get the full effect of it? The truth is that there are too many parties involved, and far too much overlapping that there's probably still a lot left to uncover before we are able to get the full picture of the story which is taking place. Like I really want to like this series, yet these questions which I have can't be answered and maybe by the time I really do get answers, I forget all about them.

In the end, the series ends up feeling like it's becoming more than it can handle. There's only so many pages, yet it's trying to juggle far too many stories and foreshadowing that at some point, some of them are just going to be dropped or end up falling short by the end of it. But at the same time, without having the end of the series, I can't really know and this makes it hard to give my final opinion on it. Unless everything I want to know gets resolved and the full picture is clear at the end can I give an accurate take but right now it's just a game of what ifs.

However, this is besides the only issue in the series. I think one of the other issues that I have with this issue is the fact that the world power system is basically not talked about at all. For example, we have no idea what kind of power each person uses and how it comes about, what all these mystical beast and mystic sins and whatever Banjo is are, nothing about how all these powers are obtained except the fact that we know that it's kind of just passed around from a predecessor to the present.

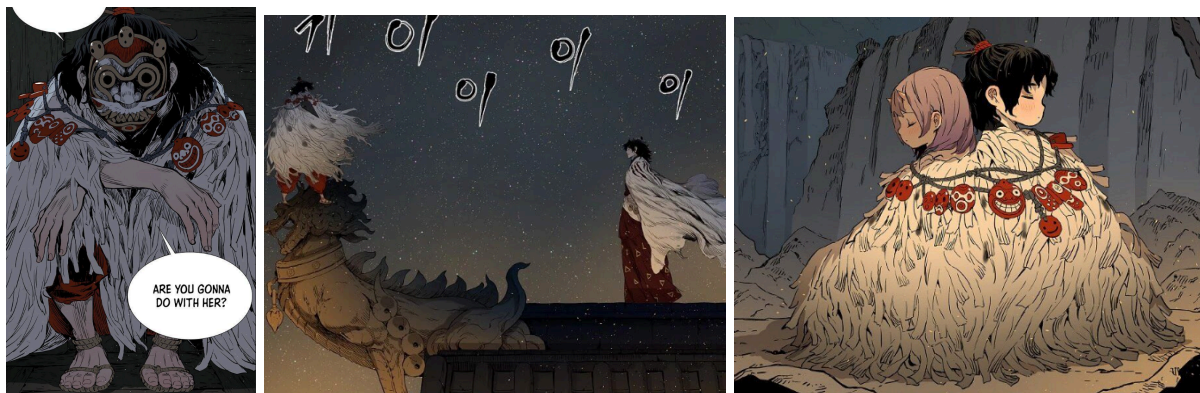
To me, the only reason why none of this information is done is to just make the series as natural as possible, like all the information about this world is known to all the characters and no time needs to be wasted talking about this. However, if at least more information is talked about, I know that I would have a more enjoyable time because I would be able to get a better understanding of the characters and come up with some ideas myself. But there's simply none, and considering the fact that the latest chapters start bringing up the idea of gods and their powers, it's just making the world more confusing.

I appreciate the fact that they don't end up talking too much about powers and stuff because if you've read wuxia, it's boring and ends up taking up time that could be spent on story, but I feel like it's talked about less than 1% in this series and creates a sort of hole in the world instead of potentially giving it greater depth.

I think I've talked enough about things I dislike but I would just like to bring up one last thing and that is the fact that if you're expecting characters to have character development, there's none because this series is more of chasing the past and fighting the present. Every character pretty much has really clear goals and characters and that's kind of what a series with recurring characters and a lot of fighting needs, so I won't fault it but just saying.

In the end, the series is great, under certain circumstances. There's beautiful scenes, some of the best action panels, great detail, a good amount of wholesomeness and comedy, and so much potential in storytelling, but unfortunately, this is a review and I have to rip into things as much as I can. I would like to say that in a vacuum, without diving too deep into understanding the story, reading it as it is and just appreciating the visuals of it, this series is amazing. But from a review standpoint and the questions I have yet to receive answers to, I can't fully properly judge it and it's a shame that the series isn't completed because I might have a completely different rating for it otherwise.

Score: 7.5



By the way this scene and dialogue exists and honestly it's just weird so we shall end off with it.

