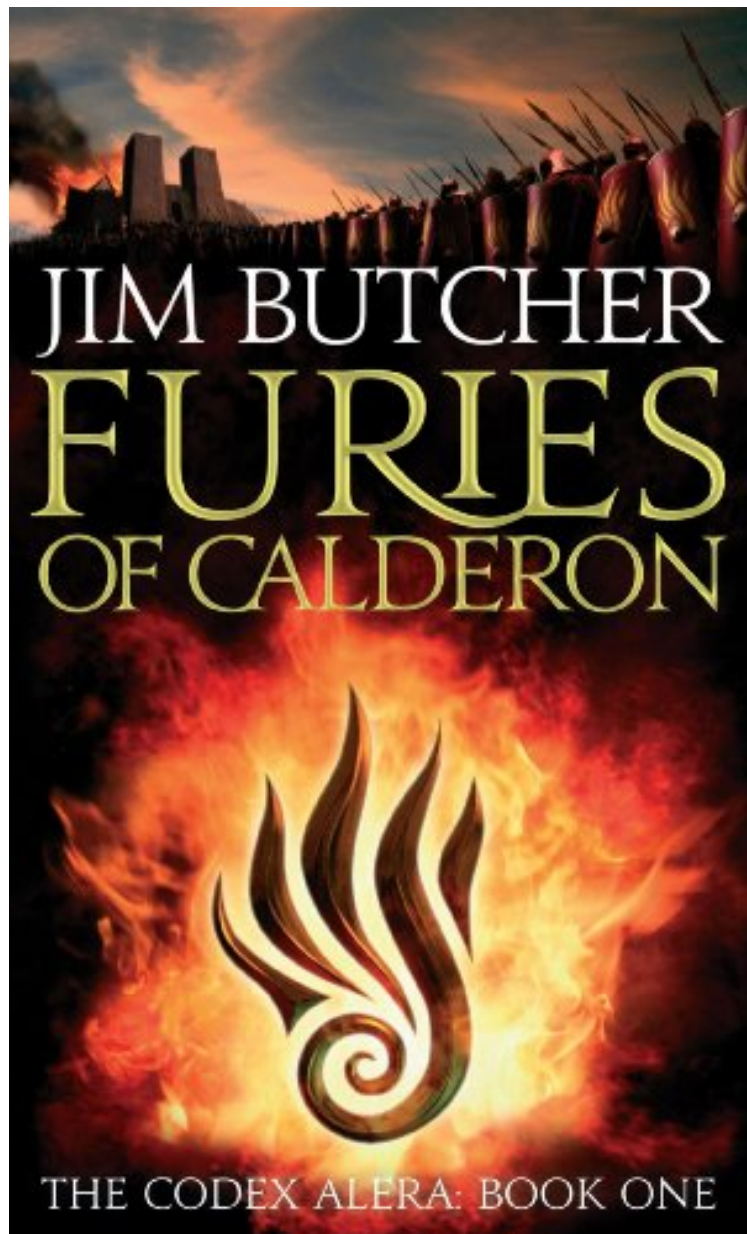


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Furies Of Calderon: The Codex Alera: Book One

Von Jim Butcher

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Von Jim Butcher : Furies Of Calderon: The Codex Alera: Book One before purchasing it in order to gage whether or not it would be worth my time, and all praised Furies Of Calderon: The Codex Alera: Book One:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich.

Impressive start of a new series. Von Ralph Marcus Seibel Well written and paced start of a new fantasy series. The Roman inspired background works well with the innovative system of magic. Court intrigue is always present in the background of the mainly rather action filled story. My only criticism is an overabundance of very strongly gifted or capable characters, a few more average ones would have been nice. Especially worth mentioning are the female characters that are a lot more than just window dressing! Great entertainment, but not for younger readers, as the violence is pretty graphic!

22 von 23 Kunden fanden die folgende Rezension hilfreich. definitely a "can't-put-down-until-you've-finished-it" book! Von fangrrr! Two things at the beginning: 1. Don't believe the 'official' summary above since it is full of mistakes (Odiana, for instance, is definitely NOT Amara's companion). 2. Don't expect this to be anything like the Dresden Files series by the same author - trust me, both series are really great, but whereas the hard-boiled-thriller-like adventures of Harry Dresden are a fantastic mix of humour, horror elements and pop cultural references, the Codex Alera series is, indeed, pure fantasy. Many fantastic novels have been dubbed "inspired by Tolkien" - which, I might add, mostly turns out to be a rather disappointing and uninspiring approach. Been there, read that. However, this new series is both very original and a very good read, without being to light or even trivial (*cough, Salvatore, cough*). I might not even wait for the paperback edition of the second book... :-)

As for the story: The Realm of Alera - which shares many similarities (like names and military hierarchy) to the Roman Empire - has been more or less peaceful for the last 15 years, and the cruel hordes of the Marat - tall and pale-haired barbarians who bond with animals and partake (i.e. eat) their enemies to devour their strength - have stayed outside the Aleran borders for that time. But exactly at her graduation exercise to become a cursor (a trusted supporter, furywarrior and messenger (i.e. spy) for the First Lord), the girl Amara realises that her teacher Fidelias, of all people, has become a traitor because he believes the Realm to be threatened by the heirless old First Lord Gaius Sextus and tries to install a younger and more powerful Lord on the throne. Amara can escape the trap of her teacher and is sent to the Calderon Valley, where she is to warn the legions at the garrison from a possible attack. The people living in this particular valley are more or less simple farmers, but the harsh surroundings have made them strong furycrafters - an aspect that is vital to the fantastic background of the story: everybody in this world has at least one fury, an elemental spirit of either earth, air, fire, water, wood or metal that may provide for instance the powers to heal, to fight or fly. The fifteen-year-old Tavi, however, is still furyless. One day, when he neglects to bring in the sheeps at night and has to set out the next day in order to retrieve them, he and his uncle are suddenly faced with a fully grown Marat. From this moment, Tavi is on the run: first the Marat tries to kill him, and then Fidelias and his companions are after him in order to kill him before he can warn the legions of the oncoming Marat attack. On his flight, he meets Amara, and they both are sucked into a series of dangerous adventures...

What I really liked about the story is, apart from the fast-paced and gripping writing, the fact that there is hardly any black-and-white depiction of the characters and/or political factions. Well, there are "bad" and "good" people, but they are rarely evil without a reason: Fidelias for instance has his reasons for betraying the First Lord, and also the Marat are not orc-like evil creatures without any brains and feelings. In fact, we learn rather quickly that the Marat are almost human, and that not all the Marat are evil (even though they all devour their enemy's hearts...) Occasionally, we can also see a glimpse of that particular humour we are so used to from the Dresden Files. I also really appreciated that there are slight hints of things to come in future instalments of the series without ending the story in too much of a cliffhanger. In fact, the story could be read as a stand-alone story. Personally, I'm very much looking forward to the next part of the series, because a lot of the characters have already grown on me. Mooore! :-)

8 von 8 Kunden fanden die folgende Rezension hilfreich. New, interesting, but too tame Von Dirk Schlobinski First I'll have to say that the quoted likeness to Tolkien's stories on the cover is merchandising and has nothing to do with the content of this book. Guess what, I nearly did not buy it because of that quote. Rest assured, Furies of Calderon uses unique concepts and is not another novel about elves, dwarves, orcs, hobbits and high magic. There isn't even the classical destroy-this-artifact, recover-that-artifact nor the save-the-kingdom quest, I'm happy to say. What I liked about this book: novel magic system more than one main character the world, while being fantasy contains hints at different races and other worlds brilliant ideas (creatures, magic...) and their description What I really hated (contains SPOILERS): It's very foreseeable. Not one of the twists in the final chapters was a surprise to me and I'm pretty sure I can predict a lot of the long term plot in the next books. When a situation sets up a character to die, it should do so. A miraculous recovery or the devil's luck is nice once, but not every time any of the main chars seems to die! Yes, every single one of the good main chars survives unscathed in the end and even all of their main adversaries do. Consequence, Mister Butcher! Gods, I really hated them all to survive after clearly being declared dead. All of them. Again and again. Dresden Files were better. Conclusion: All in all, I'd recommend this book for mature children and teenagers. If you've been reading fantasy for a few decades, this can still be new and enjoyable, but expect to be put off by action and consequence not working for this story. For grittier fantasy with chars dying try Stephen Erikson, where they may come back, but at least die from fatal wounds.

Kurzbeschreibung For a thousand years, the people of Alera have united against the aggressive races that inhabit the

world, using their unique bond with the furies - elementals of earth, air, fire, water and metal. But now, Gaius Sextus, First Lord of Alera, grows old and lacks an heir. Ambitious Lords manoeuvre to place their Houses in positions of power, and a war of succession looms on the horizon. Far from city politics in the Calderon Valley, young Tavi struggles with his lack of furycrafting. At fifteen, he has no wind fury to help him fly, no fire fury to light his lamps. Yet as the Alerans' most savage enemy - the Marat - return to the Valley, his world will change. Caught in a storm of deadly wind furies, Tavi saves the life of a runaway slave. But Amara is actually a spy, seeking intelligence on possible Marat traitors to the Crown. And when the Valley erupts into chaos - when rebels war with loyalists and furies clash with furies - Amara will find Tavi invaluable. His talents will outweigh any fury-born power - and could even turn the tides of war.

From Publishers Weekly At the start of Butcher's absorbing fantasy, the first in a new series, the barbarians are at the gates of the land of Alera, which has a distinct flavor of the Roman Empire (its ruler is named Quintus Sextus and its soldiers are organized in legions). Fortunately, Alera has magical defenses, involving the furies or elementals of water, earth, air, fire and metal, that protect against foes both internal and external. Amara, a young female spy, and her companion, Odiana, go into some of the land's remoter territories to discover if military commander Atticus Quentin is a traitor another classic trope from ancient Rome. She encounters a troubled young man, Tavi, who has hitherto been concerned mostly with the vividly depicted predatory "herdbanes" that threaten his sheep as well as with his adolescent sexual urges (handled tastefully). Thinking that Amara is an escaping slave, Tavi decides to help her and is immediately sucked in over his head into a morass of intrigues, military, magical and otherwise. Butcher (Storm Front, etc.) does a thorough job of world building, to say nothing of developing his action scenes with an abundance of convincing detail. This page-turner bodes well for future volumes. Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.

From Booklist This first book of a series, the Codex Aleria, is a real page-turner, with the classic plot of a kingdom threatened by both an outside invader and internal treachery enlivened by an abundance of original details and sheer storytelling gusto. For centuries, the ability of the people of Aleria to bond with furies--elemental spirits of earth, air, fire, water, and metal--has allowed them to defend their land against invaders. But the current lord is old and lacks an heir. So Aleria's traditional enemies plot with treacherous lords within the country to seize power. Far off in the mountains, the young lad Tavi struggles with his inability to attract and bond with a fury--and with sensual adolescent urges. He saves the life of a young girl he believes to be a slave, but who is actually an agent of the king, looking for traitors. Tavi is himself drawn into battle and war before he can say "lost sheep." A promising series launcher. Frieda Murray Copyright American Library Association. All rights reserved