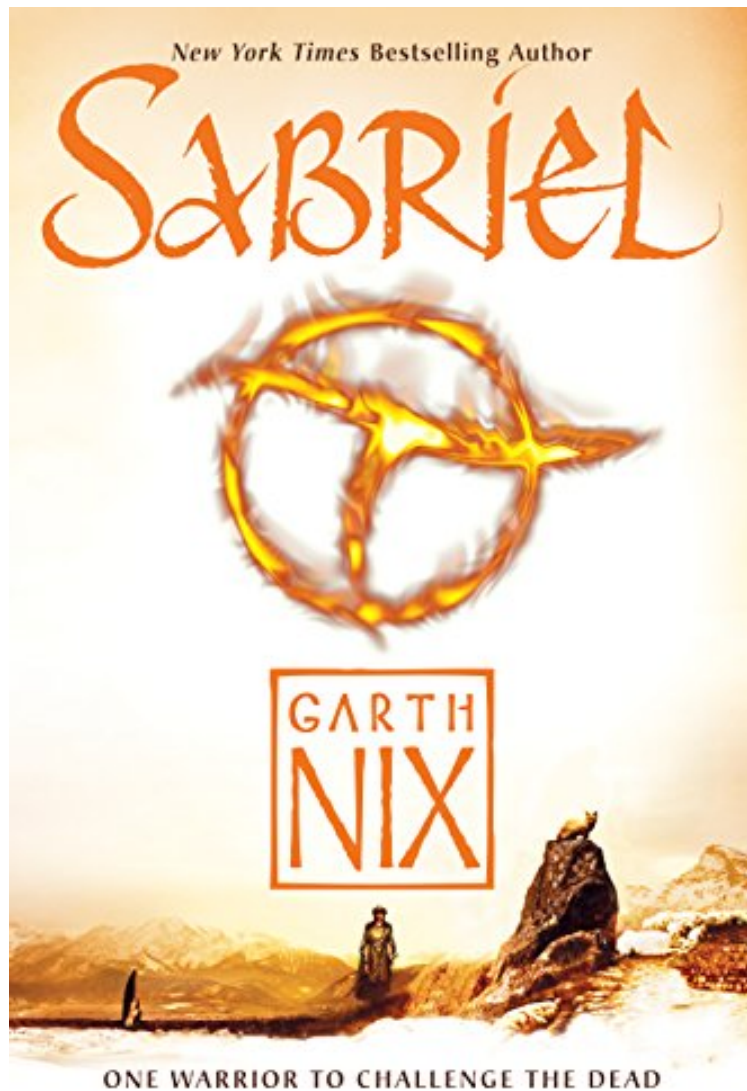


(Free download) Sabriel (Old Kingdom Book 1) (English Edition)

## Sabriel (Old Kingdom Book 1) (English Edition)

Von Garth Nix

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Produktinformation - Verkaufsrang: #67449 in eBooks Veröffentlicht am: 2009-10-06 Erscheinungsdatum: 2009-10-06 File Name: B000FC13MM | File size: 54.Mb

**Von Garth Nix : Sabriel (Old Kingdom Book 1) (English Edition)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Sabriel (Old Kingdom Book 1) (English Edition):

Kundenrezensionen Hilfreichste Kundenrezensionen 4 von 5 Kunden fanden die folgende Rezension hilfreich. Groartiger Auftakt einer tollen Fantasy-Trilogie! Von ihyestil Zunchst einmal: ich rate jedem, der es sich auch nur einigermaen zutraut, "Sabriel" in der Originalausgabe, also Englisch zu lesen. Und jetzt zur Rezension :) "Sabriel" ist das ungewohnlichste Fantasybuch, das ich seit langem gelesen habe. Die Welt wirkt unglaublich lebendig, und ist alles andere als klischeehaft. Keine Ritter, Orks und Elfen. Nein, hier gibt es Busse, Schulen und militrische Sperrgebiete.

Aber nur südlich der "Groen Mauer". Nördlich davon ist alles anders. Mit der Hauptfigur Sabriel reist man in dieses befremdliche Land jenseits der Grenze, die nicht nur Länder, sondern auch Wetter und Jahreszeiten voneinander trennt. Das "Alte Reich" ist ein Land voller Magie, wie sie im Süden völlig unbekannt ist. Und mit Sabriel begreift man allmählich, wie gefährlich es hier sein kann. Auf der Suche nach ihrem Vater dringt Sabriel in die Magie der Nekromanten und Freien Magier ein. Begleitet von dem merkwürdigen Mogget, einer "Katze" (\*g\*) macht sie sich auf eine gefährvolle Reise durch das "Alte Reich". Und warum Mogget sie fordauernd den "Abhorsen" nennt, wer ihren Vater festhält, und vor allem, wo er ist, was die "Charter Stones" sind, und wer sie zerstört... All das sind Geheimnisse, denen Sabriel im Lauf ihrer Reise auf die Spur kommt. Und übrigens können auch etwas "hölzerne" Typen ganz ansatz sein :-). Also, ich rate wirklich jedem, der eine völlig neue und einmalig gut durchdachte Fantasywelt erleben will, sich "Sabriel" nicht entgehen zu lassen. Es ist ein Werk mit echtem Potential zum Kultbuch. 2 von 2 Kunden fanden die folgende Rezension hilfreich. IF YOU HAVEN'T READ IT, WHY NOT? Von Ein Kunde When a lady at the bookstore handed this wonderful book to me i was a little reluctant to start it because i had never heard anything about it before. The first time you read it is much different than the second, and both times are great. When i first started it, i was confused, but i loved the writing style. At all times some adventure is happening, and Garth Nix gives you enough information to know exactly what is happening, but not make it predictable. I loved being introduced to all the new magic and people. I especially liked the lazy, sarcastic Mogget. I think it is a great book, and if the heroes were younger it would rival Harry Potter. I was surprised and disappointed to see that there were only 137 reviews for this book, when Harry Potter 4 has almost 3,000 reviews and has been out for 3 weeks. I think that everyone should read this book because you read the book in two ways. You can read it and love the story and adventure, or you can love the dark, evil scary side of the story and think about its ties into real life. I highly recommend this book. 1 von 1 Kunden fanden die folgende Rezension hilfreich. Inventive potential but weighed down by standard plot Von Ein Kunde \_Sabriel\_ by Garth Nix showed a good inventiveness in combining 2 cultural styles: medieval fantasy and turn of the century Britain as the cultures that inhabit two sides of the Wall - where magic and the dead are close at hand. Nix did well in adding new style to the coming of age tale of an 18 year old necromancer by creating a mythic structure of the dead and living's relationships. Usually in high fantasy dealers of the dead are a gruesome lot but Nix differentiates between those who deal with the dead for personal power and those who deal in it for duty sakes. One already knows which group our heroine belongs to. Sabriel and her family are exterminators of the dead. 'Pesky person won't stay dead? Call the Abhorsen - the dead will stay dead'. The better characters were the minor ones especially the cat, Mogget. Overall, high points for the inventiveness. Now for the unpleasantness. I am afraid that the inventive world of \_Sabriel\_ is hampered by an all too conventional plot. Yes, the quest motif is standard and rescuing one's father is not a bad one, but the standard rescuing of the bastard prince, and the oh so expected romance was a bit tiresome. It was a nice way to tie up the plot but it showed a certain lack of development. \_Sabriel\_ is part of the fantasy genre that is good for coming of age and intro to fantasy, such as, McCaffrey's Harper Hall trilogy but like a bon bon it is pleasant but forgettable.

Kurzbeschreibung Game of Thrones fans will love the New York Times bestselling Abhorsen series. Sabriel, the first installment in the trilogy, launched critically acclaimed author Garth Nix onto the fantasy scene as a rising star. Since childhood, Sabriel has lived outside the walls of the Old Kingdom, away from the power of Free Magic, and away from the Dead who refuse to stay dead. But now her father, the Abhorsen, is missing, and Sabriel must cross into that world to find him. With Mogget, whose feline form hides a powerful, perhaps malevolent spirit, and Touchstone, a young Charter Mage, Sabriel travels deep into the Old Kingdom. There she confronts an evil that threatens much more than her life and comes face-to-face with her own hidden destiny. . . .de This may be the first book of yet another "cross-over" fantasy trilogy--theoretically equally appealing to both children and adult readers--but thankfully Sabriel has enough verve and panache about it to reach just such a wide readership and to ensure that author Garth Nix has created a bandwagon all of his own. Constantly rich and meaty, the story is intriguing from the off. Page by page the tension builds and draws you into a highly imaginative landscape that has familiarity and originality in equal measures. Sabriel attends Wyverley Girls College in Ancelstierre (Nix's version of normal) and has recently graduated with runaway firsts in every subject. But her particular school has certain extra-curricular activities, like the learning of Magic, because of its proximity to the Wall which marks Ancelstierre's border with the Old Kingdom. Over the wall, life is very different and the use of magic is commonplace. Then, on the edge of death, Sabriel's father, Abhorsen, sends her a cryptic message that means she must venture into the Old Kingdom and calm the storm that is brewing there, and which will surely multiply at her father's passing. Refusing to accept his fate, Sabriel inherits the tools of her father's trade and his name. Her new duty is to lay the disturbed dead back to rest with the help of seven powerful bells worn across the chest. Sabriel seeks her father's slayer in a mammoth journey that is hindered by dark magic, monsters-a-plenty and shadowy unsubstantial evils. The narrative builds into a luxurious tale of good versus evil, with a re-assuringly likeable central character to take us through it all. Nix's writing is solid and well-planned, his

prose convincing and rounded. Make a note to look up the sequels *Lirael* and *Abhorsen* in due course--they're unlikely to disappoint. (Ages 10 and over)--John McLay.co.uk This may be the first book of yet another "cross-over" fantasy trilogy--theoretically equally appealing to both children and adult readers--but thankfully Sabriel has enough verve and panache about it to reach just such a wide readership and to ensure that author Garth Nix has created a bandwagon all of his own. Constantly rich and meaty, the story is intriguing from the off. Page by page the tension builds and draws you into a highly imaginative landscape that has familiarity and originality in equal measures. Sabriel attends Wyverley Girls College in Ancelstierre (Nix's version of normal) and has recently graduated with runaway firsts in every subject. But her particular school has certain extra-curricular activities, like the learning of Magic, because of its proximity to the Wall which marks Ancelstierre's border with the Old Kingdom. Over the wall, life is very different and the use of magic is commonplace. Then, on the edge of death, Sabriel's father, Abhorsen, sends her a cryptic message that means she must venture into the Old Kingdom and calm the storm that is brewing there, and which will surely multiply at her father's passing. Refusing to accept his fate, Sabriel inherits the tools of her father's trade and his name. Her new duty is to lay the disturbed dead back to rest with the help of seven powerful bells worn across the chest. Sabriel seeks her father's slayer in a mammoth journey that is hindered by dark magic, monsters-a-plenty and shadowy unsubstantial evils. The narrative builds into a luxurious tale of good versus evil, with a re-assuringly likeable central character to take us through it all. Nix's writing is solid and well-planned, his prose convincing and rounded. Make a note to look up the sequels *Lirael* and *Abhorsen* in due course--they're unlikely to disappoint. (Ages 10 and over)--John McLay