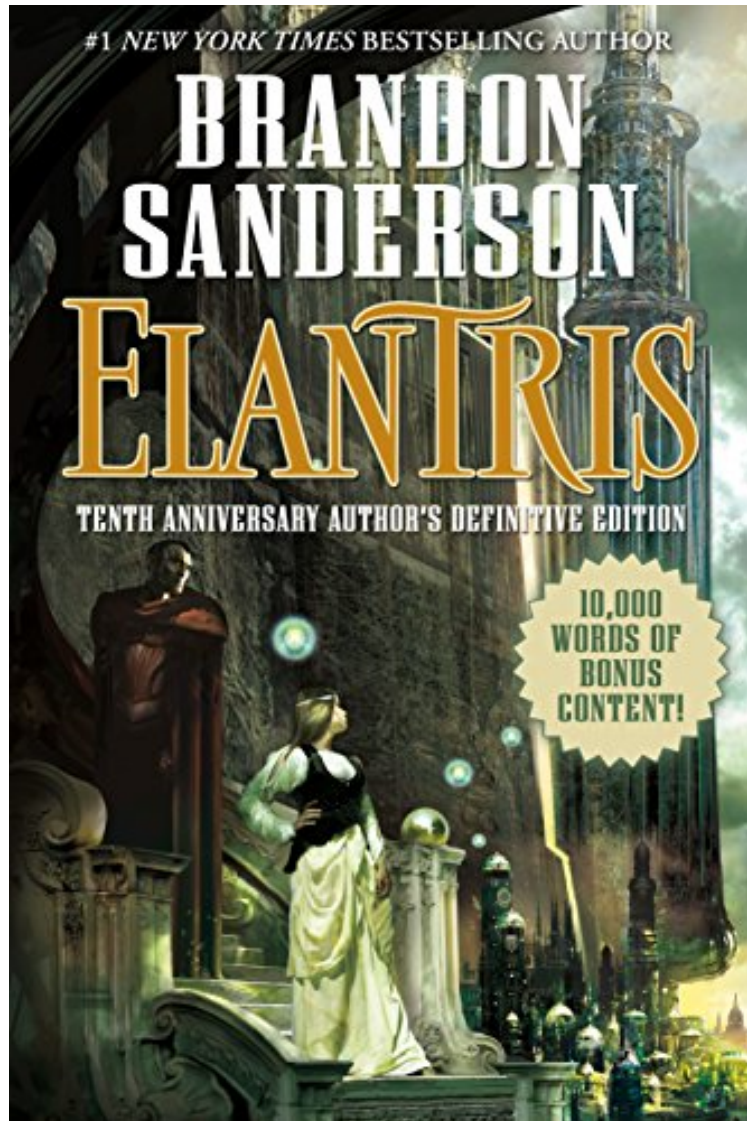


[Download ebook] Elantris: Tenth Anniversary Author's Definitive Edition (English Edition)

Elantris: Tenth Anniversary Author's Definitive Edition (English Edition)

Von Brandon Sanderson
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Von Brandon Sanderson : Elantris: Tenth Anniversary Author's Definitive Edition (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Elantris: Tenth Anniversary Author's Definitive Edition (English Edition):

Kundenrezensionen Hilfreichste Kundenrezensionen 1 von 1 Kunden fanden die folgende Rezension hilfreich. Sandersons Erstling mit tollen Ideen und einigen Schwächen Von Peer Sylvester Ich bin durchaus ein Fan von Sanderson

und habe mich jetzt an seinem Erstling versucht: Im Prinzip dreht sich alles um die Stadt Elantris, die vor langer Zeit eine magische Stadt voller mächtiger Magier war. Dann passierte etwas (niemand weiß was) und die Magie versiegte und die Magier galten als verflucht. Nun traf es ausgerechnet den Prinzen des Landes drumherum - er bekam den Fluch und wurde in die Stadt exiliert. Gleichzeitig versucht der große Bsewicht das Land für sich zu vereinnahmen. Wie immer bei Sanderson steckt auch Elantris voller cooler Ideen und großartigem World Building. Insbesondere die Stadt und der "Fluch" ist wirklich gut ausgearbeitet. Insbesondere (und das ist kein Spoiler, weil das schon auf Seite 3 steht) hat er es geschafft "Unsterblichkeit" als etwas negatives darzustellen. Hier liegt die Stärke des Buches und der Grund, warum ich lange noch geneigt gewesen wäre, vier Sterne zu geben. Man merkt dem Buch aber an, dass Sanderson noch unerfahren war, als er dieses Buch schrieb: Einmal enthält das Buch nicht nur eine "Deus Ex Machina" sondern mindestens zwei. Die Auflösung am Ende ist vorhersehbar, behastet und auch nicht komplett logisch (insbesondere der Gegenspieler). Das Ende enttäuscht also - was besonders auffällt, weil der Mittelteil schlicht zu lang ist. Da die Geschichte im Wechsel aus drei Perspektiven zu sehen ist, aber nicht alle drei immer spannendes erleben, sind viele Kapitel reiner Füllstoff, in denen bei dies oder jenes philosophiert wird. Man hätte das Buch gut um 100 Seiten kürzen können... Damit ist der Ausgleich zwischen Spannungsaufbau und Auflösung leider nicht gerade optimal. Insgesamt kein schlechtes Buch, aber gerade auch im Vergleich zu anderen Werken desselben Autors trotz guter Ideen kein Highlight.

Fans von Sandersons lesen es vermutlich sowieso, alle anderen sollten lieber zu anderen Büchern Sandersons greifen.

0 von 0 Kunden fanden die folgende Rezension hilfreich. Good book, but maybe a let-down for Sanderson-newbies

Von RobertAlex

The first and most important thing has to be said right away: If you have never read a book by Brandon Sanderson, the chances are high that you either won't like or won't even finish this book. There are better books by Sanderson to introduce you to his style, writing and storytelling, and after you have read and liked those, you can come back and read this novel. Why, you ask?

The first half of this novel is pure build-up- Period. No cool world building, no magic fights, no OMFG character moments. It's more about introducing us to characters and the world they live in, their situation and their ties, to have a nice setup for the second half. Because this is when Sanderson swings his figurative baseball bat at your head and takes the word crazy to a whole new level. He does that in every novel of his, but if you haven't read other works by him, know him from a few interviews or something, you simply won't have the trust necessary to keep on reading. Heck, even I was tempted to put this novel away from time to time, after I had a blast with almost all his other Cosmere books. Thank God I didn't. Because in the second half Sanderson delivers like only he can do it. No spoilers here, but this is by far the most uphying ending of a book I've read so far. Not because of epic battles or something, but because Sanderson shifts POV about thrice per page in the finale. This is one of the moments where you really see at what level Sanderson is in his writing; other authors could easily mess these quick cuts up and give you too less or too much information, don't keep the momentum or leave you confused. This doesn't happen, and it truly is a ride. So, concerning the magic system This is by far my favourite magic system by Sanderson. Because you don't get a glimpse of it until the 3/4 mark of the book. And this makes the magic more magical, as opposed to Mistborn, where you get epic Mistborn fights throughout the whole book and at the end of the story, the pure existence of magic is nothing special anymore. But again, isn't this what defines magic; it being magical, mythical?

One of my favourite parts about especially the Mistborn Era 1 was that with every chapter we read a part of an in-world text, thus being able to research the world by ourselves, and when revelations based on those texts appear, you can somewhat nod, and think "yup, I know what you are talking about, bud". A huge part of the book simply raises the question: "Elantris was once great. Not anymore. What happened?" This was my main motivation for the first half of the book: wanting to know what the heck happened to cause a whole city of gods to topple and become the scum of a nation. What could have caused that? And it was the aforementioned trust in Sanderson that left me speculating about the cause, knowing Sanderson will find a good explanation for all things happening as they do, which he - of course - does in the end. But no five stars for this one, sadly, but the first half of a book shouldn't be interesting solely on the fact that you want to get to the second.

0 von 0 Kunden fanden die folgende Rezension hilfreich.

Sanderson

Von D.M.

Mein erstes Buch was ich von Brandon Sanderson las. Ich war sofort begeistert, sowohl vom Schreibstil als auch von dem Buch an sich. Für Fantasyliebhaber durchaus eine Kaufempfehlung. Die Story, geschrieben aus wechselnden Perspektiven ist interessant und spannend, auch wenn man sagen könnte, der Höhepunkt des Buches spielt sich auf den letzten paar Seiten ab. Jedoch das gegenseitige "Beinstellen" der Hauptcharaktere obwohl teilweise gleiche Ziele erreicht werden wollten - oder besser gesagt, das "Einreißen" was einer der Hauptcharaktere erreicht hat durch einen der anderen Hauptcharaktere und das dadurch entstehende Kopf an Kopfrennen hat mir sehr gut gefallen.

Kurzbeschreibung In 2005, Brandon Sanderson debuted with Elantris, an epic fantasy unlike any other then on the market. To celebrate its tenth anniversary, Tor is reissuing Elantris in a special edition, a fresh chance to introduce it to the myriad readers who have since become Sanderson fans. This new edition begins with a preface by author Dan Wells, the first person to read the completed novel, and a new afterword by Sanderson explaining how he came to

write the book and its place in the Cosmere, the unified universe of all his Tor novels. Also included is an expanded version of the "Ars Arcanum" appendix, with more of the technical details of the book's magic that fans can never get enough of. Elantris was truly a milestone both for Sanderson and for the genre of epic fantasy. It deserves this special treatment, something Tor has done only once before, with Orson Scott Card's Ender's Game. Sanderson fans old and new will be excited to discover it.

Other Tor books by Brandon Sanderson
The Cosmere
The Stormlight Archive
The Way of Kings
Words of Radiance
Edgedancer (Novella)
Oathbringer (forthcoming)
The Mistborn trilogy
Mistborn: The Final Empire
The Well of Ascension
The Hero of Ages
Mistborn: The Wax and Wayne series
Alloy of Law
Shadows of Self
Bands of Mourning
Collection
Arcanum Unbounded
Other Cosmere novels
Elantris
Warbreaker
The Alcatraz vs. the Evil Librarians series
Alcatraz vs. the Evil Librarians
The Scrivener's Bones
The Knights of Crystallia
The Shattered Lens
The Dark Talent
The Rithmatist series
The Rithmatist
Other books by Brandon Sanderson
The Reckoners
Steelheart
Firefight
Calamity

At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. From Publishers Weekly
Starred . Sanderson's outstanding fantasy debut, refreshingly complete unto itself and free of the usual genre clichés, offers something for everyone: mystery, magic, romance, political wrangling, religious conflict, fights for equality, sharp writing and wonderful, robust characters. The godlike inhabitants of Elantris, once the capital of the land of Arelon, have degenerated into powerless, tortured souls, unable to die, after the city's magic inexplicably broke 10 years earlier. When the same curse strikes Prince Raoden of Arelon and he's imprisoned in Elantris, he refuses to surrender to his grim fate and instead strives to create a society out of the fallen and to unlock the secret that will restore the city's glory. Meanwhile, Princess Sarene of Kae (Arelon's new capital), who was betrothed to Raoden sight unseen, believes her intended has died. Officially declared his widow, she must use her political savvy and wit to protect Kae from malevolent forces without and within the city, chiefly Hrathen, a leader of the creepy Shu-Dereth faith, who aims to either convert Kae or destroy it within three months. The intrigue and excitement grow steadily in this smoothly written, perfectly balanced narrative; by the end readers won't want to put it down. As the blurb from Orson Scott Card suggests, Sanderson is a writer to watch.

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Until 10 years ago, Elantris was the capital of Arelon, inhabited by ordinary humans transformed into magic-using demigods by the Shad. But the magic failed, Elantris started to rot, and its inhabitants turned into powerless wrecks. Princess Sarene of Teod arrives in Kae, the new capital, close enough to Elantris to constantly remind of faded glory, prepared for a marriage to ally Teod and Arelon against the religious imperialists of Fjordell. But, she is told, her fiancé, Prince Raoden, is dead. She and a recently arrived high priest of Fjordell, Hrathen, clash. Sarene tries to retain the freedom of Teod and Arelon, Hrathen tries to incite the populace to convert so that Fjordell can take over. Neither suspects the truth about Raoden. Taken by the Shad, he struggles to unite the crippled Elantrians and discover why the magic failed. The unrest comes to a head as governments topple, the Elantrians' secrets are revealed, and Fjordell's forces arrive. A surprisingly satisfying, single-volume epic fantasy that invokes a complex, vibrant world. Regina Schroeder
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