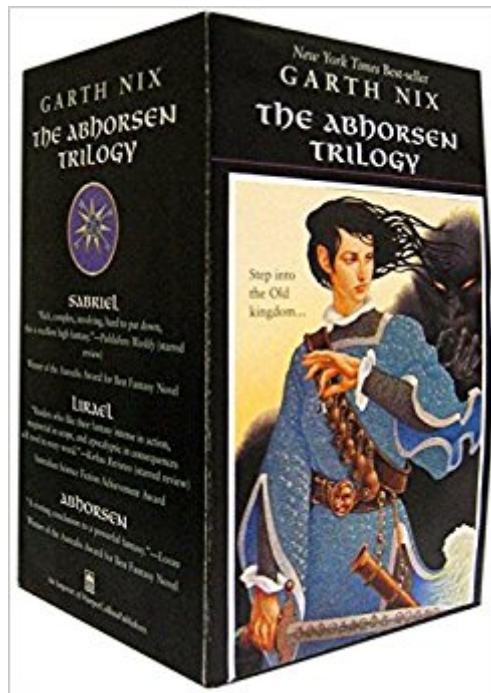


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The Abhorsen Trilogy Box Set (Old Kingdom)



Synopsis

The bestselling trilogy by Garth Nix includes the classic fantasy novels about the Old Kingdom: Sabriel, Lirael, and Abhorsen. This gift box edition features the beautiful artwork of Leo and Diane Dillon. Don't miss Garth Nix's prequel to the Old Kingdom series, Clariel, and Goldenhand, the fifth book in the Old Kingdom series.

Book Information

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Customer Reviews

To preserve life,the Abhorsen must enter Death

Garth Nix was born in 1963 in Melbourne, Australia. A full-time writer since 2001, he has worked as a literary agent, marketing consultant, book editor, book publicist, book sales representative, bookseller, and part-time soldier in the Australian Army Reserve. Garth's books include the award-winning fantasy novels Sabriel, Lirael, and Abhorsen; Clariel, a prequel in the Abhorsen series; the cult favorite teen science fiction novel Shade's Children; and his critically acclaimed collection of short stories, To Hold the Bridge. His fantasy novels for younger readers include The Ragwitch, the six books of the Seventh Tower sequence, the Keys to the Kingdom series, and A Confusion of Princes. His books have appeared on the bestseller lists of the New York Times, Publishers Weekly, the Guardian, and the Australian, and his work has been translated in forty languages. He lives in Sydney, Australia, with his wife and two children.

I finished this book yesterday and don't feel like I have a lot to say about it, which is weird. I think part of my issue is that this really just felt like the second half of a book as opposed to a book on its own. The second volume in this series, Lirael, ended abruptly, and I feel like the reader would've been better served for some of Lirael to be cut and the rest to be merged into this volume. There may be some spoilers for the previous books in here. But this is a review of Abhorsen, book 3, not of Lirael or of the whole series. As such, I did enjoy this book. That is not surprising -- most of the action and conflict was packed into the second half of this story, or in other words, into this volume. So the pacing was fast, there was lots of action and danger, there were some clever endings to confrontations, etc. I think that is why I finished it in about two days, despite it being the middle of the week and me having to go to work and such. Finishing a book that quickly is a good sign for me; it indicates the book kept my interest pretty much all the way through. If you are new to this series, go back and start with Sabriel, the first book. It introduces you to the world of the Old Kingdom and some of the magic system. And then even though I feel book 2 is a bit weaker, you'll need it because the plot of this book is set up there. At that point, you'll be familiar with the world, the creatures, the characters, etc. They don't really change. There are aspects of this book that you've seen in other volumes (some of the types of Dead creatures, people leaving their bodies and traveling into Death to accomplish a goal, etc.). One could argue they're repetitive, but I feel that the surrounding circumstances are different enough, and the magical system of this world is set up such that you couldn't really do something new and different to get out of a difficult situation. The tactics have been set. It would be worse if the author started introducing completely new concepts that didn't have support in the previous books. (There was a new ability, that of "Remembrancer," set up in book two, but I felt that was a logical extension of the abilities of the Abhorsens and Clayr, and just the sort of thing that might pop up were those two bloodlines to cross.) For reference, these are YA books. That doesn't bother me; good YA writing should stand on its own (that is, being YA is not an excuse for being simplistic or bad) and I do read some YA fiction on occasion. So yes, the primary characters are young (about 17-19 in age) and they are still learning and finding their places in the world. I feel that Prince Sameth and Lirael are decent proxies for the reader; Sameth has spent a good part of his youth at school outside of the Old Kingdom, so there are a few things he doesn't know, while Lirael has been boxed up in the Clayr glacier, not fully included in the Clayr life because of her inability to See. (There are also a few scenes with Nick, Sameth's school friend, who is from across the Wall and who has never been to the Old Kingdom before and who doesn't believe in magic, etc., and I think the author writes from his perspective quite well). In other words, you don't get characters who should know something like the back of their hands explaining it via internal

monologue. I actually feel like there was very little unnecessary description and explanation here. I don't know that there was a ton of character development (I actually thought there was much more of that in Lirael) but character development is hard to carry through when you've been with the same folks for more than a book or two. Writing is much the same as in previous books, but it *seems* better because there is less focus on whiny teenagers here since the situation is dire for most of the book. In the end, if you have read the series up to this point, definitely see it through. I feel that this is an improvement on book 2 although not quite as good as book 1. I have continued on with book 4 in the series already!

15 years ago, when I was in 6th grade, my best friend pressed a weathered paperback copy of this book into my hands. "Read it," she urged. "You're going to love it." This wasn't an unusual proclamation; our friendship has its roots nourished by a shared love of excellent books, and I trusted that any book she recommended with such fervor would be fantastic. It changed my life. Sabriel is the heroine that every young girl needs. She is brave, kind, clever, and earnest; she feels real in a way that few fictional characters manage to achieve, and her personality is distinct, relatable, and three-dimensional without being overbearing-- a trap that many "strong female characters" seem to fall into. The example she sets is that it is alright to be afraid, as long as you don't allow your fear to stop you from doing the right thing. I feel that I am a different (better) person for steeping my mind in this rich, emotionally-nourishing book as a young reader. Garth Nix's Old Kingdom is complex and imaginative. His rules for the world he has created (and his approach to magic) are genuinely unique. I believe that he is one of the greatest authors of our time, and it is an honor to step inside the pages of this world-- nightmare-inducing Mordicants and Mordauts notwithstanding. The vocabulary and writing style that Nix uses is accessible while still challenging enough for a young reader to keep a dictionary at hand... and isn't that the best way to read, really? I have purchased more copies of this series than any other, and pass them along with borderline-fanatical zeal. I believe that Sabriel belongs in the hall of literary heroes, brushing elbows with Frodo Baggins and the Pevensie children, with Bradamante of Clairmont, with Brienne of Tarth. The Abhorsen Trilogy is a beautifully woven tale of love, loyalty, courage, and adventure. Read it; you're going to love it.

Sabriel the first of the trilogy is spell binding. The book carries you much like, the river of death, from start to finish. Sabriel is a strong female lead, who truly lives up to her families blood title, the Abhorsen! The necromancers who kill the dead, walking them past the ninth and final gate into total

death. The next in the series Lirael was not as strong as a stand alone read. The story falters with the continuous self doubt of Lirael however, quickly changes pace with the introduction of truly, the most fascinating companion The Disreputable Dog! Dog as she's called is clearly a powerful friend of her Mistress though allows Lirael to come into her own. She is a loyal friend who protects her Mistress that borne her into the world, accidentally of course ;) Lirael establishes a journey of a thousand steps all beginning with the first, leaving her home, the only place she's ever known. The book ends with a whirl wind cliff hanger and jumps right into the last and final book The Abhorsen. The book brings home Lirael as a strong magician wielding her Charter Magic with ease as we all now see what Dog, had seen from the very beginning, Lirael as a loner with great curiosity is the sole key to unlock the Destoryers undoing. Her hard bitten exterior and inner shyness make her the prefect breaker of old terrible magic. The last page and last paragraph have never made me so happy to see a main character (could be any of the great characters) fall into the thralls of death :) I've read many many many books and that last few pages, those last few unveilings give this book and it's series the best ending ever. These books will scratch any itch you have about magic and death, life and mystery. It was dark and hearty at the same time. A wonderful read that makes all readers wish they had a Mogget or Disreputable Dog to call a friend.

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