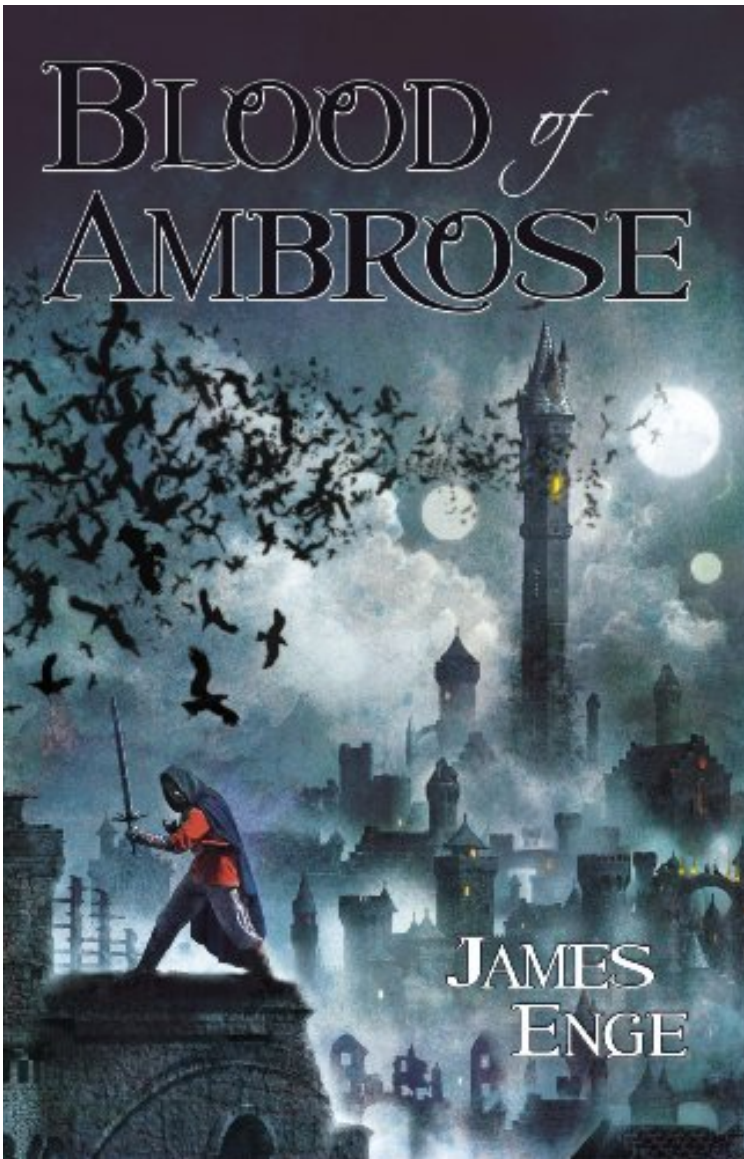


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Blood of Ambrose



Par James Enge

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Description :

Prsentation de l'diteurIn a remote city on the edge of two worlds, where blood has power and water is more precious than freedom, three far-flung friends unite on a quest to save their families. Sal Hrvatis estranged father has brought more into the world than the woman he loved. Instead of saving her from the Void Beneath, he has summoned an unknown creature a creature with a mission of its own and a past that stretches back to the beginning of the world. The quest to find both of them entangles Sal and his companions in a hunt for magical treasure on the floor of the Divide, a mighty crack in the earth inhabited by creatures that are not remotely human. Desert landscapes and dirigibles feature in a fast-paced fantasy that combines romance, adventure, and humor with an original take on magic. The Books of the Cataclysm take

inspiration from many arcane and mythological sources. In positing that this world is just one of many "realms," three of which are inhabited by humans during various stages of their lives, it begins in the present world but soon propels the reader to a landscape that is simultaneously familiar and fantastic. *Revue de presse*...more than a decent debut with a nice, flowing style, intriguing characters and a unique idea. Its ending led me to expect that we'll see a great deal more of Ambrosii in the sequel, and I look forward to it. ---- *Realms of Speculative Fiction*, June 2009 This excellently crafted tale tells a familiar story in a world filled with magic and all emotional turmoil of a terrified youngster struggling to gain acceptance. Divided into five main chapters, the world building is topnotch while centering on the four main characters. The emotions have a genuine feel and Lathmar's angst draws sympathy without being overdone. ---- *Monsters and Critics*, July 2, 2009 James Enge writes *Blood of Ambrose* with a subtle elegance that disguises his extraordinary narrative skill. The humor is natural and unforced. The characterization rings true, even under the revelation of shocking realities. The horror is never glorified, and it is all the more horrific for it. And the plot grows with organic grace. You won't find any quests here, nor the usual cliches or trappings of epic fantasy. No, these pages drip the unexpected, and they will make you laugh and scream and cry and thirst for more. Simply put, *Blood of Ambrose* is a powerful and fun stand-alone novel. No cliffhangers. No commitment to three or five or twelve book arcs. Savor it. Read it slowly, and prepare your table for *This Crooked Way* -- *Adventures in SciFi Publishing blog*, June 2009 This excellently crafted tale tells a familiar story in a world filled with magic and all emotional turmoil of a terrified youngster struggling to gain acceptance. Divided into five main chapters, the world building is topnotch while centering on the four main characters. The emotions have a genuine feel and Lathmar's angst draws sympathy without being overdone. ---- *Monsters and Critics*, July 2, 2009 James Enge writes *Blood of Ambrose* with a subtle elegance that disguises his extraordinary narrative skill. The humor is natural and unforced. The characterization rings true, even under the revelation of shocking realities. The horror is never glorified, and it is all the more horrific for it. And the plot grows with organic grace. You won't find any quests here, nor the usual cliches or trappings of epic fantasy. No, these pages drip the unexpected, and they will make you laugh and scream and cry and thirst for more. Simply put, *Blood of Ambrose* is a powerful and fun stand-alone novel. No cliffhangers. No commitment to three or five or twelve book arcs. Savor it. Read it slowly, and prepare your table for *This Crooked Way* -- *Adventures in SciFi Publishing blog*, June 2009 *Présentation de l'auteur* In a remote city on the edge of two worlds, where blood has power and water is more precious than freedom, three far-flung friends unite on a quest to save their families. Sal Hrvatis' estranged father has brought more into the world than the woman he loved. Instead of saving her from the Void Beneath, he has summoned an unknown creature, a creature with a mission of its own and a past that stretches back to the beginning of the world. The quest to find both of them entangles Sal and his companions in a hunt for magical treasure on the floor of the Divide, a mighty crack in the earth inhabited by creatures that are not remotely human. Desert landscapes and dirigibles feature in a fast-paced fantasy that combines romance, adventure, and humor with an original take on magic. The *Books of the Cataclysm* take inspiration from many arcane and mythological sources. In positing that this world is just one of many "realms," three of which are inhabited by humans during various stages of their lives, it begins in the present world but soon propels the reader to a landscape that is simultaneously familiar and fantastic.