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Glory In The Thunder (Aspects Of The Divinity Book 1)



Synopsis

Hayr is running away from home. He is poor, he is illiterate, and he has no idea what he is going to do. When a strange old man with an unsettling smile foretells the boy's death, Hayr finds himself drawn into the company of gods and monsters, and companion to a divine woman who seeks truths that may be too terrible to accept. The gods are plotting against one another, using entire nations as the playing pieces, and the burden of carrying out their plans falls to mere boys and girls: Hayr, the illegitimate son of a disowned far-rider; Barsamin, the quiet and bookish nephew of a wicked god; Ismyrn, the sword-maiden who resents divine power; and Katarosi, heiress to a small country crushed under debt. The Will of the World has determined that they shall be enemies, but their own wills may be stronger.

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Customer Reviews

This book is very well-written, particularly in terms of character realization and plot. The motivations and personalities of even very minor characters come through clearly, and each plot element is

believably carried through in a manner coherent with their those motivations and personalities. Which is not to say that the book is predictable; far from it. The plot is deeply engaging, and, while I'm not always a fan of the "flit from perspectives to perspective" style of narrative, here it's used to great effect; there's a real sense of a larger, complex world that the characters are moving through. The degree to which this review feels bloodless and analytical should not reflect on the work; it's a hugely fun time, and I'd recommend it to pretty much any fan of fantasy!

GitT is easily one of the best first author efforts I've read - and covered a lot of details and ground. Ms. Elliot's style brings together elements of early Sanderson and Gaiman to create a very unique rich world that can support a magnitude of spin-off works. While reading it for myself and with my young daughter it occurred to me that it had all the basis for a tabletop card gameplay, places to insert countless socially charged creative pieces of fan fiction, and - of course - supported a whole expansive world itself. The social topics, semblance of violence, imagery, etc. are much milder than what most 6yo children are exposed to on TV now. And as a positive it provided a lot of imaginative outlet for my daughter that I could easily share in at more of a Middle Earth level. As a matter of fact the steampunk meets 19/20th Century intersection meets magic world fits perfectly alongside any of the well known great masterworks reader's would be familiar with. I also had the privilege of providing feedback to the author and was pleasantly surprised at how personable and concerned she is with making sure her work is ~just right~ and her early reader's get reflected in her works. I expect this is just the beginning of something much more expansive from Mrs. Elliott and I am very glad I'll get to share the experience as my daughter grows up - and even better - experiences some of the social moments and growing pains along with the characters in this vivid world. UPDATE: This is the only proper book my 6yo has requested - by name - to read again. Tonight we start again on a Kindle ..

I picked up the kindle sample out of polite curiosity; I generally prefer science fiction to outright fantasy. Before I knew it, I'd lost half the weekend to finishing it! The ultimately glorious worldbuilding snuck up on me - with nicely indirect revelations that tie character's personal experience with tales of legend, blurred by physical, cultural, and chronological distance - amidst direct tales of adventure, heroism, and misunderstood evil. I was also particularly pleased that characters in the world were, not specifically genre-savvy, but convincingly *suspicious* of reappearing chance-met characters and inconsistency in levels of divine power, and at least attempted to draw logical conclusions and act on them. This did a good job of eliminating my usual throw-the-book-against-the-wall frustration with the

genre. I also enjoyed the *physical* world-building - the scenery and geography and the visual descriptions of vistas were inspiring without getting in the way of the action. I look forward to more of it!

Fun, compelling read, with several unexpected twists. The world is well-constructed, but it's the strong characters that really stand out here. The dialog is also quite good.

I had the privilege of reading a pre-release copy of *Glory in the Thunder*, Elliott's first work. The author's meticulously constructed world, drawing on diverse cultural influences, combines with a fascinating theological magic system in an explosive and spellbinding combination. I put off reading this book. That was a mistake: once I started, I found myself sneaking away from social occasions, staying up late, and being late for work, giving into that unmistakable "just a few more pages!" feeling. A quick summary, which in no way does it justice: the world is inhabited and occasionally ruled by so-called gods, people who hold thematic splinters of power known as Aspects of the Divinity. The Aspect of Flight has command over gravity. The Aspect of Law's words are irresistible commands. Your plans cannot be hidden from the Aspect of Secrets once he's seen your eyes, and so on. There's prophecy, destiny, pell-mell flights from danger, cute monster girls, star-crossed lovers, people who end up with the wrong Aspects, angry thunder gods, and possible world-ending threats whose full scope is only hinted at until the end. One of my key metrics for a good speculative fiction work is that "holy *crap*" moment where the entire world changes -- the moment where everything comes together and you realize that festive mantelpiece decoration was actually an assault rifle. This book has a good three or four of those, and it's wonderful. Read it. Heads up: There are a *lot* of characters. You may have a hard time keeping them straight -- helpfully, the author provides a Cast of Characters.

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