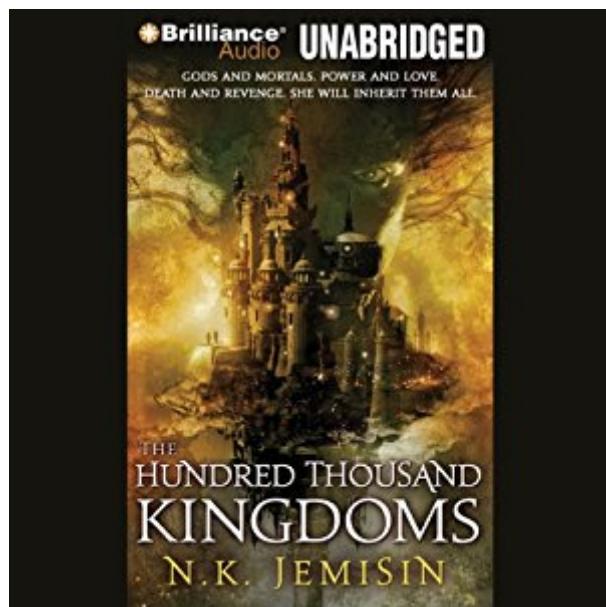


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The Hundred Thousand Kingdoms: Inheritance Trilogy, Book 1



Synopsis

Yeine Darr is an outcast from the barbarian north. But when her mother dies under mysterious circumstances, she is summoned to the majestic city of Sky. There, to her shock, Yeine is named an heiress to the king. But the throne of the Hundred Thousand Kingdoms is not easily won, and Yeine is thrust into a vicious power struggle.

Book Information

Audible Audio Edition

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Version: Unabridged

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Audible.com Release Date: September 1, 2010

Whispersync for Voice: Ready

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Customer Reviews

The Hundred Thousand Kingdoms is the first book in the Inheritance Trilogy, written by first time author N.K. Jemisin, a new voice in the fantasy genre. The book is far from perfect, but as far as debut novels go, it's pretty good. The story follows the adventures of Yeine, leader of a somewhat barbarian tribe who happens to be the granddaughter of the most powerful man in the world. Her grandfather, seemingly out of the blue, names her one of three potential heirs. Yeine finds herself in a whole new world of intrigue and danger, as she realizes that her rivals will stop at nothing to take the throne. And even more dangerous, perhaps, is the fact that Yeine's grandfather and his progeny control a God and his offspring who, bitter after years of abuse and confinement, have their own deadly agendas. Jemisin writes from the limited first person perspective of Yeine. So a lot of the action occurs off the page and is related by Yeine some time later. Yeine is an entertaining narrator. She is intelligent, funny, and likeable. She is also pretty ignorant at first, which leaves the reader equally ignorant. If you like that style of writing, you should like Jemisin's style. The prose is nothing fancy. Jemisin can write some pretty good descriptive narration when she wants to, but it doesn't

really fit with Yeine's style of addressing the reader. The dialogue is generally sound but can be a little wooden and unrealistic at times. The result of the narrative, too, is that some plot elements and action sequences are poorly explained. The novel can be confusing at times, not because of any internal complexity, but simply from poor explanation. But for the most part, the reader can understand what is going on pretty easily.

he Hundred Thousand Kingdoms (2010) is a somewhat convoluted tale of politics and deities. A young, rural noble, Yeine, is whisked away to the world's capital city, where she learns that she's one of three competing heirs to the throne. In the short time she has before her inevitable death by the hands of her competing cousins, Yeine has to unravel her family's secret history, understand the true nature of the land's strange gods and, most difficult at all, wade through a field of asterisms.* *

An asterism is a series of three punctuation marks (usually periods or asterisks) that is used to denote subchapters. You may have seen it used. Perhaps if you're a 19th century printer. Or in a freshman poetry class. * *Interestingly, the author litters nearly every single page with these landmines of punctuation. This makes for a distinctive writing style. And by distinctive, I mean "frustrating". I can only guess at the intention. Perhaps they were meant to offset the near-stream of conscious (rivulet of consciousness?) style of the protagonist's first-person prose? But any advantage to doing that was swiftly lost when* * *You're getting annoyed now right? Not just having the bloody things interrupt mid-sentence, but, if you're paying attention, you may have noticed that you're now reading in the second person, instead of the first.* * *The book does toy with some interesting concepts - at least in passing. In the setting of The Hundred Thousand Kingdoms, the good guys have won. The evil night-god is imprisoned and forced to do construction work. The good sky-god and his kinfolk are ruling the world. Peace reigns. War is strictly controlled - and mostly bloodless.

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