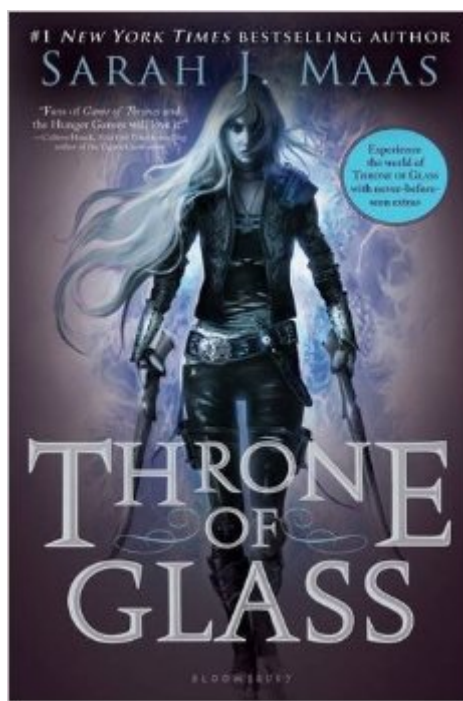


The book was found

Throne Of Glass



Synopsis

In a land without magic, where the king rules with an iron hand, an assassin is summoned to the castle. She comes not to kill the king, but to win her freedom. If she defeats twenty-three killers, thieves, and warriors in a competition, she is released from prison to serve as the king's champion. Her name is Celaena Sardothien. The Crown Prince will provoke her. The Captain of the Guard will protect her. But something evil dwells in the castle of glass--and it's there to kill. When her competitors start dying one by one, Celaena's fight for freedom becomes a fight for survival, and a desperate quest to root out the evil before it destroys her world.

Book Information

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Customer Reviews

"Throne of Glass" is the much vaunted debut novel by Sarah J. Maas. The publishers make much of the fact that the story has had a ten-year gestation period since the author shared its first draft with the world on FictionPress.com. It is disappointing, then, that for all its honing, the book still reads as though it was written not only for teenagers but also by one. For while the author may have matured her writing style and narrative structures to the point where these cannot really be faulted, the book still retains one glaring feature of story-telling immaturity: a complete absence of understanding of her purported core subject matter. For all that this book purports to be an action fantasy novel about a teenage assassin with a "heart of ice and will of steel", the sad fact is that it is actually a plodding courtly romance, featuring an undisciplined, blushing teenager, with a great interest in eating candy, wearing posh frocks, attending parties and staying up all night reading

romantic stories than in actually achieving the freedom she supposedly aspires to above all else. Throughout the book, the author fails to demonstrate that she has the slightest understanding of what would be involved in becoming the sort of character that her heroine is supposed to be. The author's desire to invent a character with whom her target audience can identify means that she portrays a teenage bookworm, concerned first and foremost with how she is perceived by the young men she encounters who -- naturally -- has some kick-ass abilities which they cannot immediately see. In short, the book presents some romantic sanitised Disney notion of "assassin", rather than any realistic portrayal of what the word means and entails. Characterisations are also generally poor throughout the book, everyone being both two-dimensional and unconvincing, with the author endlessly resorting to stereotypes. In addition, many of the fundamental premises upon which the story rests are both contrived and naive: the notion that an elimination competition to establish a King's Champion should be strictly non-lethal in both formulation and operation is hard to accept, at best; the idea that the Captain of the Royal Guard of a household as violent and blood-thirsty as that of the house of Adarlan should himself be a complete stranger to killing, is little short of ludicrous. In summary, this book is really nothing more than a soppy teen romance placed within a setting of action fantasy, almost all elements of which are highly derivative and lacking in originality. I would not expect the book's younger target audience to be disappointed at this and for many this will be exactly what they require. Anyone seeking a fantasy adventure story for preference, however, risks disappointment and would do well to avoid this book. A sequel, "Crown of Midnight", is also available.

Twice. I've read this twice. The first time, I started with good intentions, then ended up not finishing it and gladly giving *Throne of Glass* one big fat star. The second time; I was practically forced by my friends who loved it. They continuously told me that I had to read it again, that the first time I just didn't understand it. That I had to read it, start to finish. (I actually stopped reading it, but my friends bullied me into reading the last few pages. Mean, I know.) And here I am. *Throne of Glass* was filled with great potential, really it was. From the blurb, I knew the *Hunger Games* somehow merged with *A Game of Thrones* with assassin-sprinkles on top. And with the fantastic buzz, the raving reviews that were practically farting rainbows with positivity, and the movie surrounding it, it seemed to me that Sarah Maas had made the greatest thing since the slice pan. Oh how wrong was I. Straight off the bat, I hated Celaena. This was possibly the biggest of issues - because you shouldn't wish the main character to be eaten by a monster, or fall off the castle wall and splatter on the ground below like a squashed pumpkin. The so called Ardalan's greatest Assassin has the ego the size of

America. Practically in every freaking page she was prancing around saying "Oh, look at how great I am. I am Ardalan's Assassin. I have trained with the Silent Assassins of the Red Desert and can defeat anyone with literally my glace and did I mention how ugly I am but I'm actually stunning? And look what I've accomplished and I'm only 19 years old and I'm so tough and lasers can shot from the cheeks of my butt -"Girl, stop. Stop before I force myself into this book and kill you with my hands. You know what, Celeana? Show us. Show us that your the Greatest Assassin in the world. Show us what you made of. GIVE US PROOF. Yes, you've read that right; we never see what the great Assassin's made of. She is all talk and no bite. Every time she went running, she threw up or felt the urge to throw up. Ooo, it's Celeana! She's running towards me! Better slo-mo run away before she kills me with her vomit! Come on, pasty face! Come `get me while I'm nice and hot! By the way, you'd really think that Ardalan's greatest Assassin wouldn't be constantly shocked when someone sneaked up on her. I'm just saying. In the first few pages, we meet both Prince Dorian and Captain Westfall. In an instant, Celeana is dazzled by the Prince's looks and charms, and is very interested in Captain Westfall. But the flirting the Prince and Celeana! Dear God it was never ending. Then as soon as she became the King's Assassin (oh come on - that is not a spoiler. It's just too predictable to be a spoiler) she dropped him like a hot potato. I predict that in the next instalment, she will be moving to Westfall, which is upsetting since I quite liked him. Oh, and one more thing - CAN THEY SAY "NO" TO THE GIRL? I swear, she was spoiled rotten! Getting books, getting sweets, getting the best of care, ect. Um, hello? She's an assassin! You greatest assassin, apparently, and your treating her like a princess! I don't know anymore. So predictable. I swear, I knew everything that happened - which is not a lot. (*SPOILERS*) May I ask, how did Celeana not guess that [her mortal enemy, a guy who's built like a tank and getting bigger throughout the competition, was the one sucking the champion's life-force? Instead, she thought that her best friend did it. Seriously? Princess Nehemi was a lovely, strong character, who protected you through thick and thin, and you suspected her? (*SPOILERS*) Again, I don't know. But hey, all logic has been thrown out the window by now, what's wrong with a little more? But I will say this, Sarah writes very well - it has this slight bounce to it - and can come up with some seriously great quotes. But I'm afraid that little positive cannot help the rest of this mess. What a shame.

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