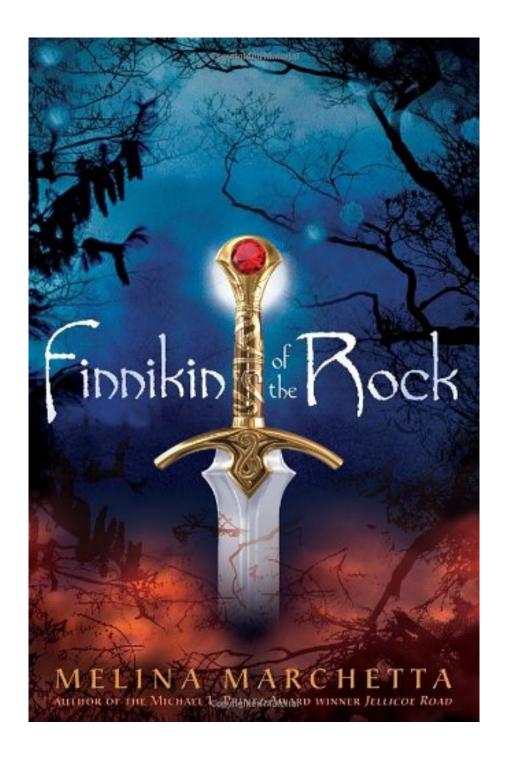


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From the Hardcover edition.

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2008 Printz Award Winner Melina Marchetta crafts an epic fantasy of ancient magic, exile, feudal intrigue, and romance that rivets from the first page.

Finnikin was only a child during the five days of the unspeakable, when the royal family of Lumatere were brutally murdered, and an imposter seized the throne. Now a curse binds all who remain inside Lumatere's walls, and those who escaped roam the surrounding lands as exiles, persecuted and despairing, dying by the thousands in fever camps. In a narrative crackling with the tension of an imminent storm, Finnikin, now on the cusp of manhood, is compelled to join forces with an arrogant and enigmatic young novice named Evanjalin, who claims that her dark dreams will lead the exiles to a surviving royal child and a way to pierce the cursed barrier and regain the land of Lumatere. But Evanjalin's unpredictable behavior suggests that she is not what she seems — and the startling truth will test Finnikin's faith not only in her, but in all he knows to be true about himself and his destiny.

#### From the Hardcover edition.

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• 416 pages

#### Features

Great product!

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From the Hardcover edition.

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41 of 43 people found the following review helpful.

Best Ending Ever

By Monster Of Books

You know when you see something truly breathtaking and your in awe over how beautiful it is, well I think that is the right thing to say about Finnikin of the Rock. It is everything that makes a story perfect, but the book talks about a dystopian world. Melina Marchetta creates a story that has hauntingly real imagery, with words that flow nicely like a calm lake. She gives enough description to easily understand the situation and the word, and won't have readers falling asleep. The maps in the book are easy to follow, and I found myself looking at it quite a few times. The world is well built and it's easy to picture, it is also unique in the fact that you can see the cultural difference between each land as the characters travel through it. The emotion is

strong and well put and will have readers at lost for words. The readers can really feel sad, angry and horrified as they read about the exile and fever camps, and hear of the five days of the unspeakable. But you will also feel hope that maybe, by the end of the book the people will regain hold of Lumatere. The characters are developed nicely, in a way that will have you make a soft spot for each one of them in your heart. Evanjalin and Froi were probably my favorite two characters. Evanjalin was such a strong, passionate and hopeful women/girl in the story. Anybody would envy that, and I certainly was proud to read about a strong women lead. Froi was someone who you hate at first, but then after hearing his POV you really feel for him. He's just a mischievous s little boy who envies people around him and wants to belong. Something that anyone can relate to. A lot of the situations were truthful, and how they were dealt with was faithful to how I can imagine them being laid out. Example of this is Trevanion's & Lady Beatriss relationship.

The story's narration, which was from different characters POV, was amazingly well crafted. The romance in the story (between Evanjalin & Finnikin) was really well developed. Probably the first real romance that I truly enjoyed the development of. It wasn't to slow and it wasn't to fast, it was just right. It felt honest and good.

Some of the plot twists were a bit obvious. What I would of liked to seen developed more was more knowledge of the impostor king. Who was he? I also think the battle to regain Lumatere should of been more descriptive and longer. It was a bit short, and was sort of a downer as it was what the whole book was leading up to.

Usually I don't read fantasy, I find it to confusing. I enjoyed Eragon but found it confusing. It might of been because I was young when I read it. But this novel wasn't confusing and probably the first fantasy I actually really enjoyed. I really hope there is a sequel, though this book does work as a stand-alone to. So when I was reading the author's bio, I was very surprised to find that this was her first fantasy: "I was told often that I couldn't write fantasy unless I had read all the greats and knew the conventions well, but I think the first step to writing good fantasy is knowing this world we live in well. I wanted to look closely at that---where loss of faith, loss of homeland and identity, displacement of spirit, and breakdown of community are common--because these are the scenes in today's media that affect me most. In this sense, the book is a search for identity in the same way that my other novels are." -Melina Marchetta. You wouldn't think after reading this book, that this was her first fantasy. And if this review doesn't intrigue you enough, well then take it from Kristin Cashore: "The world of this book is dark and beautiful and utterly believable; and, as I've come to expect of Marchetta's work, the characters are wonderfully complex. Here is an author who writes fantasy as well as she writes realism -- and in the case of Melina Marchetta, that's high praise, indeed!"

The last thing I want to talk about is the ending. BEST ENDING EVER. I mean I've read endings that are satisfying and good, but never really the best. This ending is the first that I really enjoyed and couldn't stop thinking about afterwords. It was romantic, funny and ends the book in a way that wants me to give it 10 stars. The last impression I had of this book, was brilliant. And I know my review probably won't sum up how amazing this book was, but I hope everyone gives this one a try.

0 of 0 people found the following review helpful. Five Stars
By Jaylen Windham
Loved it!

22 of 27 people found the following review helpful.

Not impressed.

By Lucretia

I found this a tedious read, sorry. The first half of the book, it was like every other page I just wanted to throw the book across the room, either because the characters were infuriating me, or the author was inserting facts without context or incomplete backstory (with no reason to withhold information except that it

increased tension...maybe?), or the logical flow of one sentence to the next or one bit of dialogue to the next just didn't make sense.

I didn't care about any of the characters until more than halfway through, when I sort of kind of had a little empathy for Evanjalin, when I wasn't wanting to strangle her. I pretty much hated Finnikin the whole way through, Topher was one-dimensional, Trevanion (what guy in this kind of world calls his father by his name to his face?) was all right but just kind of there. Froi was completely unlikable, until the very, very end when I had maybe a tiny bit of sympathy for him. Sort of. Evanjalin was manipulative and schizophrenic, going from teary-eyed sweetness incarnate one minute to verbally and mercilessly eviscerating the other characters the next. And then random things would happen like, everyone accuses her of lying because she apparently walks the sleep when she's not supposed to be able to, when just a short while before she'd revealed that she had done it before when she shouldn't have been able to. But of course the other characters conveniently forgot about that. I guess because it would improve the drama?

The plot felt cliche (a prophecy; a young boy who has lost his parents traveling with a wise old mentor; a headstrong, beautiful young woman who is more than she seems to be; banding together to go on a quest to save the kingdom, etc. etc.). The names were awkward (Skuldenore? sounds like the name of the Evil Supreme Baddy's Blackest of Black Fortress, not an itty bitty island you can pretty much walk across in a couple of days). The "grittiness" of the world and "complexity" of the characters felt contrived. And finally, the simplistic political divisions of Lumatere=(goodness, beauty, justice, freedom and truth) and Everyone Else=(evil, laziness, indifference, slavery and cowardice...with a couple small exceptions) really bothered me.

I had other problems, like with contrived fantasy action that doesn't make sense (i.e., why bother taking the time to pull someone's sword out of its sheath and hold it by the blade to swing it, against its balance, at someone's groin when a good knee to the region would be as effective and more efficient? and then steal a knife when a paragraph or two ago you'd thrown away a perfectly good sword?), or details that were inaccurate or problematic (a child is described as shooting a crossbow, but it takes a \*lot\* of strength to arm a crossbow... Plus, you can't ride two grown men astride a horse for very long without tiring the poor thing completely out). Other things were never adequately explained, like I think it was only near the very end of the book that I managed to infer from some related dialogue what a King's First Man really was. I never did figure out what Finnikin and Topher were doing for all those years besides the vague "helping the exiles" which tells me nothing. Plus the crass and continual sexual innuendo and occurrences that felt totally out of place in a YA book....especially in the case of our young hero. That incident just destroyed the very small amount of respect I'd scraped together for him, and I never got it back.

Probably the hardest thing for me was that I felt like the entire plot was built up on this prophecy and leading up to the battle for Lumatere, but we passed over it in like a page and barely got any description of the battle, and this supposed climax took place way too early in the story, with almost 1/3, or at least 1/4 of the book left to read. We never even saw the enemy. It made the romance the actual climax, when the expectation of the story was a buildup to an epic fantasy climax. If the novel had been pitched as a romance, it would have been understandable, but it wasn't. It was a "high fantasy" epic quest type story that didn't deliver the climax and resolution it promised. If I'd cared about the romance, and if the book had promised to be a romance, that might have worked. But it betrayed reader expectations.

It's like....if you were going to write a novel about D-Day, and all through the book you follow this young military captain (whose subplot revolves around girlfriend issues back home) and his training and preparations for D-Day, and we keep anticipating D-Day, and anticipating D-Day...and what will happen...will they succeed...and then the author tells you, "On the morning of June 6, John's division landed

and successfully stormed the beach at Normandy. A few weeks later, John went home to try to mend things with Jane...." (and proceeds to spend the last 1/3 of the book resolving the conflict with Jane). Huh? That's not what the author promised. It's the same thing as if a writer made a book sound like a comedy in the blurb, and then ended up writing a dark, tragic study of the human soul halfway through. It's not honest.

Besides, I just couldn't buy the romance either. It was this constant...I hate you! I love you! You betrayed me, #\$!@#!!!! I love you! I'll die for you! Never talk to me again! Why won't you talk to me?! You saved my life, therefore I must despise you! I'm going whoring because it'll annoy you! How dare you say I went whoring!?

It just pretty much bothered me the whole way through. Leading up to what I thought was going to be the climax, it got a tiny bit exciting and had my attention, but then the climax didn't deliver and we went straight back to the squabbling, contentious irrational interpersonal relationships that had been the core of the story prior to the "climax." The prose felt tedious and dull, so much that it took me about two weeks to read 40 pages, until I finally just forced myself to plow through the rest of it.

So yeah. Her writing style REALLY bothered me, especially in the first half of the book. I felt like she withheld way too much information as an author when the POV of the narrator should have required the information to be given. It's a ploy writers use to try to increase tension and build drama, but it's false. Plus there were so many names and places referenced without any context, or noted but given no importance early on, only to be mentioned again later (without reinforcing information or a reminder of where we'd heard of it before), that I was constantly flipping back to the map, and back to earlier sections of the book trying to figure out where things were mentioned before and what they meant for the story.

Fantasy is my bread and butter, so these sorts of things really grate on my nerves.

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