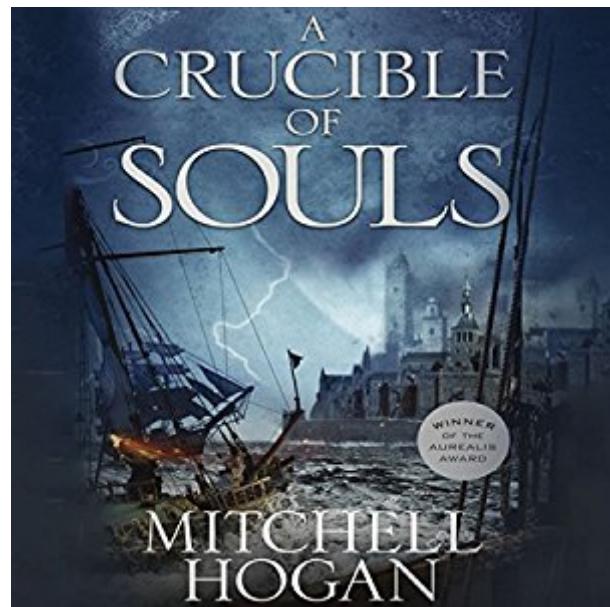


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# A Crucible Of Souls: The Sorcery Ascendant Sequence, Book 1



## Synopsis

When Caldán's parents are brutally slain, he is raised by monks and taught the arcane mysteries of sorcery. Vowing to discover for himself who his parents really were, and what led to their violent end, he is thrust into the unfamiliar chaos of city life. With nothing to his name but a pair of mysterious heirlooms and a handful of coins, he must prove his talent to earn an apprenticeship with a guild of sorcerers. But he soon learns the world outside the monastery is a darker place than he ever imagined, and his treasured sorcery has disturbing depths. As a shadowed evil manipulates the unwary and forbidden powers are unleashed, Caldán is plunged into an age-old conflict that brings the world to the edge of destruction. This is an updated recording from the original 2014 edition, also performed by Oliver Wyman, which matches the current reissue of the print book.

## Book Information

Audible Audio Edition

Listening Length: 18 hours and 47 minutes

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Version: Unabridged

Publisher: Audible Studios

Audible.com Release Date: September 22, 2015

Whispersync for Voice: Ready

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Best Sellers Rank: #9 in Books > Audible Audiobooks > Fiction & Literature > Action & Adventure  
#12 in Books > Audible Audiobooks > Fantasy > Epic #28 in Books > Literature & Fiction >  
Action & Adventure > Fantasy

## Customer Reviews

"A Crucible of Souls" is the debut fantasy adventure novel (and book one of the 'Sorcery Ascendant Sequence) by author Mitchell Hogan. This Kindle e-book was a 918 Kb download (approx. 558 printed pages) and sold for \$7.99 at the time of writing this review. Please Note: the author provided me with a free ARC of this book in exchange for an honest review. Spoilers (general theme) Our young hero, Caldán, has a talent for 'crafting'... a arcane skill that allows those individuals who have the talent to shape metals and minerals into magical items. This book follows Caldán from the time of his expulsion (for fighting) at the Monk's school to the next major phase in his life where he's taken in by the Sorcery Guild... but only after they learn of some of his underlying, but as yet,

unrefined abilities. This then is Caldán's tale and how his life is molded by events of the times and by the people he meets. End Spoilers

Some Pros and Concerns...The Pros:

- 1.) a well written and exciting tale.
- 2.) other than a couple of chapters (see Concerns below) the overall pace and timing was impeccable.
- 3.) descriptions of settings and surrounding was done with skill allowing the reader to sense the 'atmosphere' the author was trying to convey.
- 4.) battles, chase scenes and confrontations were exciting and very tense... hard to turn the pages fast enough in an attempt to see what happened next.
- 5.) some intriguing character development of several individuals.
- 6.) several important individuals can be seriously injured or killed. To me a major factor in believability within an adult style fantasy story.

7.

If you're looking for a deeply frustrating, poorly written fantasy pastiche, you should consider *A Crucible of Souls* (please note no Crucible appears in the book). If you're rather read something good, then look elsewhere. The writing is amateurish, frequently leaving out important details and telling the reader things are true instead of showing evidence of them. The dialog reads like a bad 80s sitcom instead of a medieval world, complete with cliched modern phrases. The world itself is barely described, with only the most sparing details about the locations the characters are actually in, much less anywhere else, given. All of that might be forgivable if the main character was interesting or likable. He is not. Instead, he actively strives to make you hate him, alternating between being outlandishly naive, arrogant, and cartoonishly honest. He repeats the pattern of dismissing warnings as foolish, immediately doing whatever he was warned not to and being hurt or nearly dying as a result, throughout the book. It would have been a useful element of character growth the first time or two it happened, but by the forth and fifth time he's done it, you begin hoping someone will warn him cutting off his own head is something he shouldn't try. Almost all the characters suffer from similar plot-induced irrationality, trusting obviously untrustworthy people, distrusting people that could obviously help them, and throwing themselves into danger whenever the next scene requires something to happen. (The best example of this is when someone is magically scanned as PURE EVIL, and the character scanning them decides to trust them with their life anyway. Twice.

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