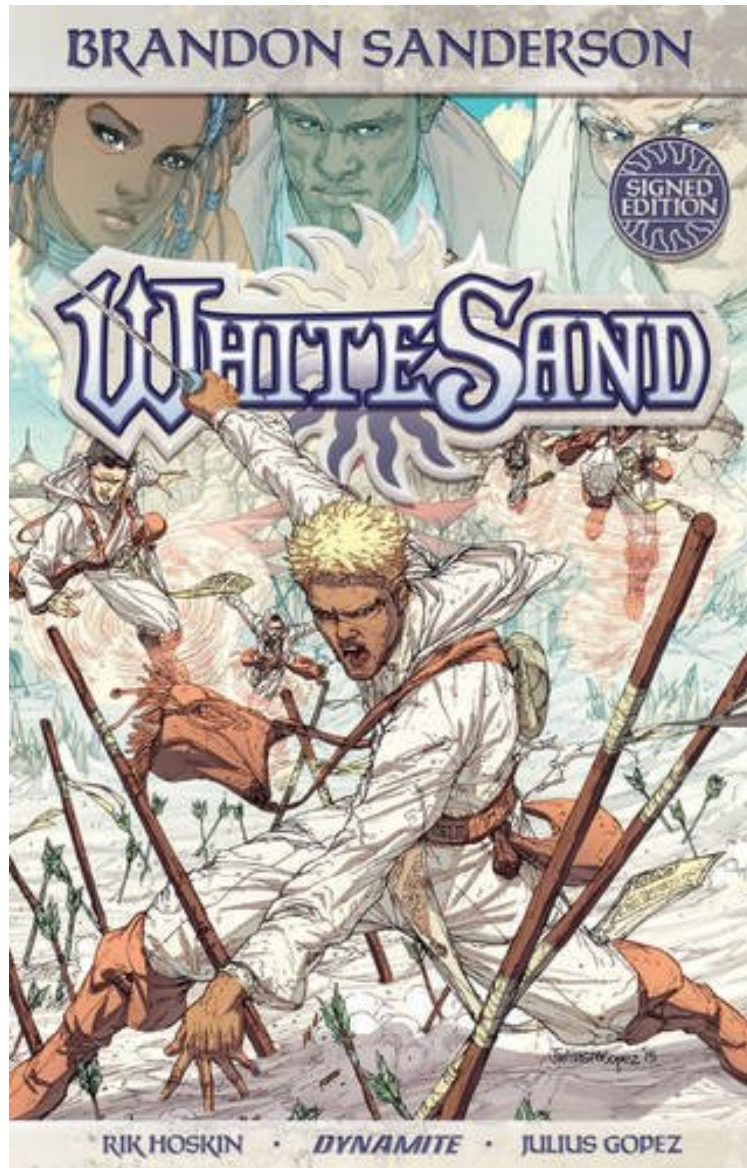


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Brandon Sanderson's White Sand Volume 1 (Signed Limited Edition)

Brandon Sanderson, Rik Hoskin
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Brandon Sanderson, Rik Hoskin : Brandon Sanderson's White Sand Volume 1 (Signed Limited Edition) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Brandon Sanderson's White Sand Volume 1 (Signed Limited Edition):

0 of 0 people found the following review helpful. Came with a sticker stuck to a page By JutsCame with an anti-theft

sticker glued to a page in the middle of the book. It left glue residue all over the page. 0 of 0 people found the following review helpful. Good for Sanderson fantasy fans. By Paley Bought this as a gift for my adult son who reads the Sanderson fantasy novels. He loved it and has read it twice already. 1 of 1 people found the following review helpful. The land of sand By E. A. Solinas "White Sand" has the distinction of being the first proper book that Brandon Sanderson ever wrote -- twenty years ago, he penned the original draft while doing missionary work abroad, then rewrote it into a more unique form several years later. But it somehow never got published... until Dynamite asked for an original work to turn into a graphic novel series. And this brings us "Brandon Sanderson's White Sand Volume 1," set on a planet suspended between two stars, which leaves one side super-bright and the other relatively dim. Most of Sanderson's staples are here and accounted for -- lots of complicated different cultures, languages, varying levels of technology -- mixed with an earthy combination of politics, magic and adventure. Kenton is the son of the Lord Mastrell of the Sand Mages, and for eight years, he has struggled against his father's scorn to prove that he can become a mastrell himself. Never mind that he has almost no skill or aptitude. But when he finally uncovers a way to become a mastrell despite his lack of ability... the Diem is practically wiped out by the barbaric Kerztians, who haven't attacked for countless years. The only one left alive is Kenton. He's found by a scientific expedition from the darkside of Taldain, including the Duchess Khrissalla and a handful of bickering professors, who are on an expedition to find the Sand Mages. But accompanying them is only the first part of Kenton's journey, as he discovers that hatred of the Sand Mages and their arrogance has not only led to a religious uprising against them... but that political winds are blowing against him as well. Since it was originally conceived and written as a novel (which we'll hopefully get in text form someday), "White Sand Volume 1" quickly establishes itself as being wildly creative and much more complex than your average graphic novel -- different flora and fauna (including riding animals that burrow under the sand when frightened), cultures, languages, a complex political system and a sense of general history that permeates the story (the arrogance and insulation of the sand mages). Furthermore, Sanderson weaves together at least three subplots through the first volume. One is obviously Kenton's, since he is the underdog hero of the tale and has to somehow save the Diem from treachery, fanaticism AND local politics. But we also follow Khrissalla and her professors, since the duchess clearly has some motives for being in Lossand that she hasn't told anyone about. And there is a smaller subplot about a lady cop in search of a master criminal, who is being reassigned to handle Kenton -- we'll see where THAT part goes. And though the story is told through pictures, Sanderson's distinct style comes through in the dialogue and the narration/thought boxes -- slightly tongue-in-cheek and fairly realistic ("Well, if they WANT to fight a mastrell -- then they'll... uh oh, this isn't good"). And the art itself is quite good -- realistic and detailed, with lots of sharp lines and detailing to make sure the neutrally-clothed characters don't just fade into the sand. The characters are also fairly likable -- Kenton is one of those classic Sanderson protagonists who let force of stubborn will push him through his problems, but who still has enough obstacles that brains and athleticism are needed for him to actually get things done. Khrissalla is a pretty good counterpoint, as a smart and learned woman who nevertheless isn't too familiar with the dayside of Taldain, and her bickering professors are an absolute riot... but a riot with big splodey GUNS. The only character who feels underfleshed is Ais, who will presumably get more characterization later. It's a little frustrating to have to wait for the next part of such an engrossing story, but "Brandon Sanderson's White Sand Volume 1" is a robust, intricate look at yet another one of Sanderson's complex fantasy worlds. Bring on the next part!

A brand new saga of magic and adventure by #1 New York Times best-selling author Brandon Sanderson. On the planet of Taldain, the legendary Sand Masters harness arcane powers to manipulate sand in spectacular ways. But when they are slaughtered in a sinister conspiracy, the weakest of their number, Kenton, believes himself to be the only survivor. With enemies closing in on all sides, Kenton forges an unlikely partnership with Khriss -- a mysterious Darksider who hides secrets of her own. White Sand brings to life a crucial, unpublished part of Brandon Sanderson's sprawling Cosmere universe. The story has been adapted by Rik Hoskin (Mercy Thompson), with art by Julius Gopez and colors by Ross Campbell. Employing powerful imagery and Sanderson's celebrated approach to magical systems, White Sand is a spectacular new saga for lovers of fantasy and adventure.