



Sea of Shadows (Age of Legends Trilogy Book 1)

By Kelley Armstrong

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Kelley Armstrong, #1 *New York Times* bestselling author, takes an exciting new direction with this big, breathtaking blend of fantasy, romance, horror, and pulse-pounding action, perfect for fans of *Graceling* and *Game of Thrones*.

Twin sisters Moria and Ashyn were marked at birth to become the Keeper and the Seeker of Edgewood, beginning with their sixteenth birthday. Trained in fighting and in the secret rites of the spirits, they lead an annual trip into the Forest of the Dead. There, the veil between the living world and the beyond is thinnest, and the girls pay respect to the spirits who have passed.

But this year, their trip goes dreadfully wrong.

With all the heart-stopping romance and action that have made her a #1 *New York Times* bestselling author, and set in an unforgettably rich and dangerous world, this first epic book in the Age of Legends trilogy will appeal to Kelley Armstrong's legions of fans around the world and win her many new ones.

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Sea of Shadows (Age of Legends Trilogy Book 1) By Kelley Armstrong Bibliography

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Editorial Review

Amazon.com Review



A NOTE FROM KELLEY ARMSTRONG

Speaking at a high school the other day, I was asked if there's any genre I'd like to write but find too intimidating. The answer is absolutely—historical fiction. I love reading it, but I've never written more than a short story in the genre because it takes me forever even to do that. I'll read several books for period research, then I'll sample maybe a half-dozen more. After my story is written, I'll scour it for words and phrases that might be too contemporary and check online to see when they entered our vocabulary. I'll also check every item I reference to be sure it was available at the time. Finally, I'll double-check all my historical references. That's a lot of work for a ten-page story! And even then I'll stress over it and worry that someone will come back and point out where I went wrong.

Sea of Shadows was the perfect “cheat” for a storyteller who loves history but is too chicken to write a historical novel.

Epic fantasy allows the writer to pick a time period, do the research, and weave in all those fascinating historical details, while not being confined by that history because it's fantasy. The world is based on a period rather than actually being set in it. Sea of Shadows is based on medieval Japan. Well, that's what I say, but technically it's classical Japan, during the Heian period, right on the cusp of medieval Japan (which was actually feudal rather than imperial, as the shoguns took power and the emperors were reduced to figureheads). But when I say medieval Japan, people think “samurai” period, which is correct for my novel, so I stick to that.

Japanese culture permeates Sea of Shadows, but I suspect there will be readers who finish the book without ever realizing that was my inspiration.

There are a few reasons for that. One, because it is fantasy, I didn't need to stick to my chosen period. If something from the Heian period didn't work, I borrowed from another era. Or I borrowed from a different culture altogether. The clothing, for example, is a mix of East and West, because historical Japanese fashion

reflected the climate, which I wasn't using. Two, because I'm aiming at a largely Western market, I use mostly Westernized names and English words. So you get first names like Tyrus and Gavril, but Japanese clan names like Tatsu (dragon) and Kitsune (nine-tailed fox). You also get words like sword instead of katana, warrior instead of samurai, and warlord instead of shogun, while the underlying concept is Japanese—for example, the sword descriptions match a katana rather than a medieval European blade. If you're looking for the Japanese influence in *Sea of Shadows*, you need to dig below the surface. The caste system is Japanese. The warrior code is samurai-based, as are the dual swords and the armor. The houses vary from place to place, some being more Western than Eastern, but you'll notice my characters sleep on pallets instead of beds, sit on cushions instead of chairs, and eat rice instead of bread. You'll also see the influence in the religious and spiritual side, which is largely based on Shintoism, though I mingled in a few others. The cultural emphasis on family, the ancestors, and filial piety is clearly Japanese. And anyone who has ever seen a Japanese horror movie will recognize the distinctive style of vengeful and angry spirits in *Sea of Shadows*. The research for *Sea of Shadows* was some of the most intense I've ever done, and yet I know that many readers may not even pick up on the Japanese influence. And that's okay with me, because it tells me I've accomplished my mission, which is to play in a historical period and use it to tell a story without beating readers over the head with my research. But if you want to know more, just ask me. I'll be more than happy to pull back the curtain and point out the inner workings of a world I love!

From School Library Journal

Gr 9 Up—Twins are exceedingly rare and often destined for brutal death in the Empire. Luckily, 17-year-old Moria and Ashyn have sacred powers and are revered instead. Fierce, knife-wielding Moria, along with the help of her spirit beast (a large catlike creature named Daigo), is the "Keeper"—guardian of the village of Edgewood. Quiet and peaceful Ashyn, with her mystical canine Tova, assists the spirits of the dead in her role as "Seeker." The girls are still in training when Edgewood is invaded by an army of the undead. They get separated, leaving Moria paired with Gavril (a surly but attractive young guard) and Ashyn with Ronan (a prisoner sentenced to exile in the bordering Forest of the Dead). The vicious zombielike shadow stalkers kill nearly every adult in the village, turning them into undead creatures like themselves—including the sisters' father. As Ashyn and Moria continue their separate but long and dangerous treks through "the Wastes" to the nearest village of Fairview, their journeys are wrought with terrifying and legendary beasts; their loyalties are constantly tested. The first book in a series, Armstrong's tale offers a fascinating mythical world filled with danger, monsters, and betrayal at every turn. The bulk of the narrative includes quests and emerging relationships—the most exciting of which is that between Moria and Gavril. But the more subtly developed relationships—such as the bond between the sisters and the relationship they share with their respective spirit animals—are just as intriguing. Fantasy fans will enjoy the complex world but the ending may feel too abrupt considering the time spent reading this long tale.—Tara Kehoe, New Jersey State Library Talking Book and Braille Center, Trenton

From [Booklist](#)

In Armstrong's *Age of Legends* trilogy starter, twin sisters Ashyn and Moria were fated from birth to be Keeper and Seeker of Edgewood, the "most spiritually dangerous place in the empire." Their calling means they are to soothe the restless souls in the nearby Forest of the Dead. When they head to the forest for an annual ritual, the 16-year-old girls instead are thrown for a loop when things go wildly awry and they are separated. Accompanied by their bonded animals—canine Tova for Ashyn and feline Daigo for Moria—and two particular boys who have each caught the eye of a twin, the girls must venture deeper into the forest on a long journey with an uncertain outcome. Although the horror elements that crop up here and there enliven the story, the plot's overall plodding effect slows down the pace, as do the uninspiring personalities of the

main characters. Still, this will likely find an audience among Armstrong's strong following. **HIGH-DEMAND BACKSTORY:** Armstrong is a New York Times best-seller, and the national marketing plan—including a five-city author tour—reflects this. Grades 8-12. --Julie Trevelyan

Users Review

From reader reviews:

Samuel Brooks:

A lot of people always spent their own free time to vacation or go to the outside with them household or their friend. Were you aware? Many a lot of people spent they will free time just watching TV, or playing video games all day long. In order to try to find a new activity honestly, that is look different you can read the book. It is really fun for yourself. If you enjoy the book you read you can spent all day long to reading a reserve. The book Sea of Shadows (Age of Legends Trilogy Book 1) it is quite good to read. There are a lot of folks that recommended this book. These folks were enjoying reading this book. When you did not have enough space to develop this book you can buy the e-book. You can m0ore very easily to read this book out of your smart phone. The price is not to cover but this book possesses high quality.

Tami Anders:

Sea of Shadows (Age of Legends Trilogy Book 1) can be one of your starter books that are good idea. We recommend that straight away because this reserve has good vocabulary that can increase your knowledge in language, easy to understand, bit entertaining but nevertheless delivering the information. The copy writer giving his/her effort to get every word into enjoyment arrangement in writing Sea of Shadows (Age of Legends Trilogy Book 1) yet doesn't forget the main position, giving the reader the hottest along with based confirm resource information that maybe you can be among it. This great information could drawn you into brand-new stage of crucial imagining.

Alice Walker:

The book untitled Sea of Shadows (Age of Legends Trilogy Book 1) contain a lot of information on that. The writer explains the girl idea with easy method. The language is very easy to understand all the people, so do not necessarily worry, you can easy to read it. The book was compiled by famous author. The author brings you in the new era of literary works. You can actually read this book because you can please read on your smart phone, or program, so you can read the book inside anywhere and anytime. If you want to buy the e-book, you can open up their official web-site in addition to order it. Have a nice read.

Catherine Hudson:

You are able to spend your free time to study this book this e-book. This Sea of Shadows (Age of Legends Trilogy Book 1) is simple to bring you can read it in the playground, in the beach, train and also soon. If you did not get much space to bring typically the printed book, you can buy the particular e-book. It is make you quicker to read it. You can save the book in your smart phone. So there are a lot of benefits that you will get when you buy this book.

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