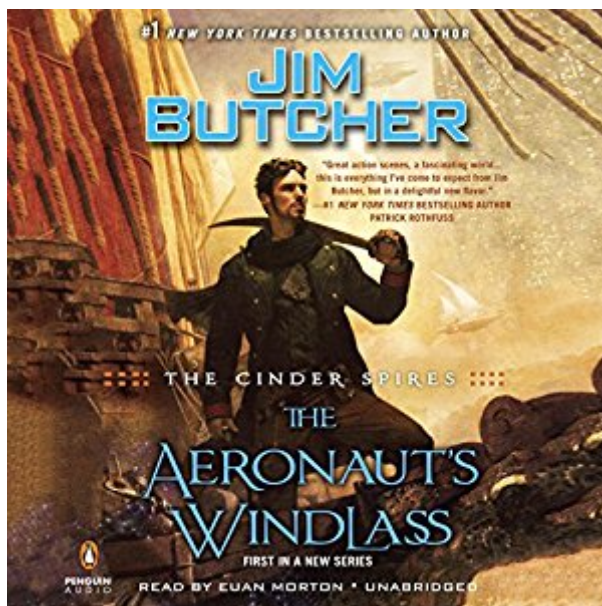


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The Aeronaut's Windlass: The Cinder Spires, Book 1



Synopsis

Jim Butcher, the number-one New York Times best-selling author of The Dresden Files and the Codex Alera novels, conjures up a new series set in a fantastic world of noble families, steam-powered technology, and magic-wielding warriors.... Since time immemorial the Spires have sheltered humanity, towering for miles over the mist-shrouded surface of the world. Within their halls aristocratic houses have ruled for generations, developing scientific marvels, fostering trade alliances, and building fleets of airships to keep the peace. Captain Grimm commands the merchant ship Predator. Fiercely loyal to Spire Albion, he has taken their side in the cold war with Spire Aurora, disrupting the enemy's shipping lines by attacking their cargo vessels. But when the Predator is severely damaged in combat, leaving captain and crew grounded, Grimm is offered a proposition from the Spirearch of Albion - to join a team of agents on a vital mission in exchange for fully restoring Predator to its fighting glory. And even as Grimm undertakes this dangerous task, he will learn that the conflict between the Spires is merely a premonition of things to come. Humanity's ancient enemy, silent for more than ten thousand years, has begun to stir once more. And death will follow in its wake....

Book Information

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Customer Reviews

I have literally been waiting years for this book. Literally. Years. Ever since I heard that Jim Butcher was penning a steampunk series, I have been slaving to read the first Cinder Spires book. And Butcher doesn't disappoint in "The Aeronaut's Windlass," which feels like the love child of Final

Fantasy and Horatio Hornblower -- a rousing, action-packed fantasy set in a world where everyone lives on vast nation-like Spires, and crystal-powered airships sail through the clouds. His rich imagination is on full display here, and he weaves together a fast-moving, multi-layered story that promises to become even more epic in the installments to come. After the AMS Predator is badly damaged in battle by an Auroran battlecruiser, Captain Grimm has to face the possibility that his motley crew may lose their home for good. But then the forces of Spire Aurora attack the people of Spire Albion, and Grimm is one of the brave people who manage to repel them... or rather, most of them. The Spirearch suspects treachery, so he enlists Grimm -- an honorable outcast -- along with a trio of capable new Guard trainees, a snobby cat and a pair of very, very eccentric Etherealists. But their seemingly-simple mission quickly becomes much more complicated when they arrive at Hubble Landing, and Grimm begins to realize that traps are being set up all around them. Mysterious attacks, rumors of horrors in the depths of the Spire, and Auroran spies all begin to coalesce around Grimm and his crew, trapping some and wounding others -- but the worst is yet to come, as one of the etherealists senses a terrible enemy lurking nearby... Jim Butcher is well-known for solid world-building, and "The Aeronaut's Windlass" is no disappointment. Rather than just pasting gears and steampunk trappings on an average fantasy, Butcher instead spins up an entire world like no other -- everyone lives in Spires (think a country's worth of cities stacked on top of each other) built by the mysterious, long-lost Builders. There are sentient cats, energy-blasting crystals, genetically-engineered warriors, poisonous insectoid monsters, and a very strange form of magic that seems to make practitioners a wee bit crazy. And all this is draped over a plot that is both densely complex and riotously entertaining. Butcher comes up with a complicated tale of espionage and sinister plans for Albion, and presents it with plenty of airship battles, crystal-blasting action, and the odd (literal) catfight. His prose is still nimble and often witty, especially when he writes of the eccentric etherealist Folly ("It did seem fitting, after all, that one be present for one's own death") or the deliciously snobby cats ("You saved us." "Of course I did. I am without flaw."). Perhaps his biggest problem is when he tries to write more formal, Victorianish-styled dialogue, such as what we get in the opening chapter of the book. It's not bad, but it sounds rather stiff coming from an author who writes hilarious quips so easily. Butcher seems more at home writing from Grimm's perspective. Speaking of Grimm, he is also a new type of hero for Butcher -- while he's a cynical outsider like Harry Dresden, he's a much more serious, grizzled man who holds tightly to his crew and ship. And he seems to run his life according to a complex system of honor, loyalty and self-sufficiency. While he's still a mysterious figure in some ways, he's a likably brash, no-nonsense guy who cares about what needs to be done. And there's a solid cast

supporting him, such as the clever but naive aristocrat Gwen, her sensible cousin Benedict, the working-class Bridget, and the canny old Ferus; he even has some chapters from the perspectives of the Aurorans, allowing us to see how the enemy forces see the world. But the real scene-stealers are Folly and Rowl -- Rowl's arrogance and odd perspective (he refers to masts as "ship-trees") are delightful, and Folly is a bittersweet mixture of quirky oddity and mild mental illness. "The Aeronaut's Windlass" is clearly part of a bigger, darker story that Jim Butcher is spinning out for us, but it's also a solid, action-packed adventure yarn in its own right -- and the world Butcher conjures promises to get a lot more interesting.

I really love Jim Butcher and this new book did not disappoint. I originally thought this book was going to be steam punk and while it really isn't it is close and I'd call it Victorian fantasy. As a start to a new series I would say this is a very strong first entry. The characters are all likeable, there are many interesting leads for future development, and there is very strong world building going on in this first volume. I only have one real complaint about this book and that is that the story lacks some agency around the half way mark where things slow down for a bit. It's really not that bad or for that long and wasn't worth me knocking a star off. Just something I felt should be mentioned. Once the story picks back up though, the last part of the book is a non-stop action adventure romp that has become Butcher's signature style through the Dresden series. If you are a fan of Jim Butcher or want something with a Victorian twist then you should definitely pick this one up.

If you are a big fan of the Dresden Files, as I am, you won't find this very much like that series, except for the excellent storytelling. If you really love the books in the Furies series, which I do, you won't find this much like that series either, again except for the excellent storytelling. This book introduces a new, steampunk-style setting and a big new cast of interesting characters. As what is obviously intended to be the first book of a series, it does not end any of their stories and it is not a five the way a great stand-alone novel can be a five but it is very, very good. Some of it is reminiscent of the Hornblower novels and there is some resemblance to things that Dianne Duane wrote and those are good things. The tech did not strike me as all that compelling but there's this character named Rowl.

As always Jim Butcher is a great read. The detail has me wondering how long Mr. Butcher spent watching cat videos. Or maybe he is an old cat lady. Silliness aside I found this story filled with rich interesting characters, great perspective, and drama. If you like sci-fi or fantasy the story wanders

into both realms. The one plus is that unlike "Dresden Files" Butcher has a wonderful ensemble of main featured characters in which to explore his new steampunk world of the Cinder Spires.

Wonderful book. The characters were perfect, including the cats. He took the steampunk genre and put his own spin on it. The style was very different from his previous works, this I believe is what has turned off some of the reviewers. Do not do him the disservice of comparing the storyline to his other books. Read this one as the new series it is. Well written and highly entertaining. I cannot wait for the next installment.

This is another great Jim Butcher series. Like his other series, it's well written and humorous. The characters have clearly distinct personalities and are believable. I first read Butcher when I picked up the 'Dresden Files'. I really liked the characters and the way that series was written. I then moved on to his now complete 'Codex Alera', which he basically wrote on a dare and it was as good or better, since my usual reading choices are fantasy. So I really do recommend you give this book a try and I think you'll love it. So far, this book seems to be the one most appropriate for any age to read as well. Where there are plenty of adult themes in Dresden and a couple of instances in Codex Alera, I didn't see anything anyone would find inappropriate to read to a child of any age, so I think that while any adult will love it, you could get your kids in on this one as well. Also, as a bonus to some, this series is pro cat, and in a very funny way.

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