



Merlin's Kin

Everett Coles , Jack Everett , David Coles

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Newly edited and illustrated...

Unaware of the compulsion put upon them by the sleeping spirit of Merlin the Magician, Francis Steele and his four friends explore the subterranean chambers of an old ruin. Lost, they escape through a door to the outside only to find themselves in a new and unbelievable world where mammoths draw gigantic caravans and two great blue moons light up the night sky. Here too are primitive birds – small, sly and intelligent; unicorns and huge fighting beasts; Big Foot is here and a race of Elf-like creatures as well as the descendants of King Arthur's knights who long ago lost the ideals of chivalry.

Against this backdrop, the fifteen year old Francis and friends have to find their way back to their own world while making sense of this one and helping Merlin to keep his secret cave hidden.

The story races along with caverns used as a prison, manned bird racing and slave trading all mixed in with magics rediscovered by the heroes.

Welcome to Merlin's world, explore it, enjoy it, but tread carefully.

review -

Everett Coles has crafted an enthralling, fast paced narrative sure to gratify the 10 – 15 age group target audience. Coles sets in place an intriguing premise: what might take place should the Wizard Merlin need aid and call upon descendants for help, and the author then sets about spinning a tale certain to thrill the most discerning reader. Occupied with tumult, potent ingeniously interwoven plots within a plot, stratagems, snappy dialog, machination and wondrous creatures Merlin's Kin is filled with the elements of a first rate fantasy. Forceful motivations, treachery, friction aptly determined abound against a backdrop of sights and sounds, fragrance and sensation designed to draw the reader straight into the tale. Characters are richly fleshed, acceptable and believable. Dialog is tart, at times gritty and hard hitting.

This audacious account is a pleasure read awash with change and spins and awe and remarkable mythic creatures. Vocabulary used is British dialect. Younger readers will enjoy the challenge in trying to figure out various terms they have not seen before. Older readers will find the dialect only adds to the charm of the tale.

Good addition to the classroom pleasure reading 'book report' list, personal and home library and homeschool curriculum.

Enjoyed the read, happy to recommend.

Molly Martin www.angelfire.com/ok4/mollymartin

20+ years California classroom teacher

Merlin's Kin Details

Date : Published (first published October 18th 2009)

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Author : Everett Coles , Jack Everett , David Coles

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From Reader Review Merlin's Kin for online ebook

Jack Everett says

5.0 out of 5 stars What greater legend to pay homage to than that of Merlin?, May 4, 2007

By Heather Froeschl (Callaway, Virginia) - See all my reviews

(REAL NAME) This review is from: Merlins Kin (Paperback)

What greater legend to pay homage to than that of Merlin? Everett Coles has made tribute to the story that has inspired the world to hold onto the magic for just a bit longer. What if there were still descendants of the great Merlin out in the populace among us? What would happen if Merlin called to them from his soul's resting place? Would anyone answer the call?

In "Merlin's Kin," five young people do hear the call, and answer it, though they are not aware of their guided actions until they have traveled too far to turn back. One of them holds the key to the Seventh Way of travel, and together they must do Merlin's bidding, before it is too late.

There is an evil-minded ruler in power in the land of Greensward. Francis, Curtis, Zoe, Alison and Jude appear as visitors and are given refuge with a caravan of sorts. Before they can be delivered to the evil Calupsis though, they escape into the wilds that surround the town of Meander. They soon find friends who are willing to help them and devise a plan to find the Key Holder who can help them to return home. However, they were called to Greensward for a purpose, which is revealed to them through their dreams by the powers of Merlin himself.

This adventurous tale is a delight, full of twists and turns, surprises and wonderful creatures. Sure enough there are unicorns to be gazed upon but what is more magical is the legend of Merlin wound into a young adult story and the bond of friendship that grows among the characters. Various mystical creatures become integral parts of the plot and remnants of the Knights of the Round Table are brought into the light to be remembered.

Written for the young adult audience, this is a book that can be enjoyed by those aged 10 and up, adults included, boys and girls alike. Everett Coles has created a world you will long to revisit and a circle of friends who you will not soon forget.

On the pages of Merlin-s Kin Writer Coles has crafted an enthralling, fast paced narrative sure to gratify the 10 - 15 age group target audience. Coles sets in place an intriguing premise: what might take place should the Wizard Merlin need aid and call upon descendants for help, and the author then sets about spinning a tale certain to thrill the most discerning reader. Occupied with tumult, potent ingeniously interwoven plots within a plot, stratagems, snappy dialog, machination and wondrous creatures Merlin-s Kin is filled with the elements of a first rate fantasy. Forceful motivations, treachery, friction aptly determined abound against a backdrop of sights and sounds, fragrance and sensation designed to draw the reader straight into the tale. Characters are richly fleshed, acceptable and believable. Dialog is tart, at times gritty and hard hitting.

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Enjoyed the read, happy to recommend.

Reviewed by: molly martin

Bonnie Lamer says

Merlin's world is crumbling around him and he has to use his last resource left to save it. Called from the depths of a crystal cave on another world, five very different children are compelled to leave the safety of their life on Earth and journey to what they had believed were the fabled lands of Camelot. What they find is nothing like the world they left behind. This world is filled with magnificent beasts and magical creatures. Though they once lived in peace, a battle of power now rages between them and the humans, and the children find that very few can be trusted. As they try to discover the reason they were called, and also search for the key that will open the doorway home, the children are led on a magical adventure that is as dangerous as it is exciting.

Merlin's Kin is a YA paranormal novel that will have young teens flipping the pages to find out what happens next. Packed with action, the world Everett Coles created is an excellent mix of Arthurian lore and fantasy. Villians abound, but along the way, the children find that they have the courage and wisdom of their ancestors, and just maybe, they can help bring this world back to its once peaceable state. With little twists in the plot and on common similes, metaphors, and adages, the author was also able to weave humor in among the action, keeping the dialogue fresh and interesting.

The story line of Merlin's Kin is an excellent premise and puts a new twist on an old subject. At times, though, the dialogue and scenes seem a bit disjointed as transitions between narrators are not clearly denoted and the story jumps quickly and often between locations. This, however, may be the key to holding the attention of youngsters in a fast paced electronic world where things are constantly changing. I would have enjoyed the book more if the children had received more instruction from Merlin earlier in the book as to why they were there in the first place after his desperate plea for help. As the story progressed, it seemed that the only goal was to get home until quite far into the book. Other than that, I enjoyed Merlin's Kin and the new world it took me to very much and I give it four stars. I thank the author for giving me a review copy.

Lynn Hallbrooks says

I freely admit that I am a fan of Jack Everett and David Coles' work. I have read several of their books and have not been disappointed in any of them.

To me, this is a mixture of Young Adult, Fantasy, and Science Fiction genres.

Five adolescents have been called by an ancestor to help defend a fortification. Unfortunately, as they are transporting to their intended destination, their memory of the mission went blank. Now lost in an unfamiliar place with no visible sign of help, they must figure out not only why they are here but how to get back home.

I really enjoyed this book. In some parts, it reminded me of "The Librarians" and other parts it had an "Alice in Wonderland" feel.

Warning: There is violence as well as mild adult language and situations.

Note: The version I read is the 2017 version via Portals Publishing.

Disclaimer: I was provided a copy of this book via Portals Publishing with the understanding that I would read it and provide my honest opinion.

Petra Be says

What an interesting take on the legend of Merlin! Though my book (published by Eureka) could do with some editing...

Terry says

This book was a thrilling read, with many twists and turns. Great for 'tweens and young teenagers with a love for Camelot.
