

Beasts of the Walking City

Del Law

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A roller-coaster ride through another world that will appeal to fans of Naomi Novak, Patrick Rothfuss, Lev Grossman and George R.R. Martin...

It's not easy being a color-shifting, bourbon-loving Beast, even when you can travel between your own world and Earth's past. Even when you're working for the gangster Al Capone.

Now, Blackwell is on a one-way trip into the ruins of a flying city to steal an ancient craft from one of his world's biggest gangster families—a family you just don't want to cross. But the ship is just the beginning, and Blackwell isn't prepared for everything that comes next. First, he's hunted by a cult who wants to wipe his race out for good. Then, he's a pawn stuck between powerful gangster families at each other's throats. Who can he trust? There's the beautiful and seductive double-agent named Mircada who will steal his heart? A huge fire-belching family kingpin named Nadrune who wants him for her pet? The mysterious woman Kjat, who loves him—and who's filling up with crazy demons from another world? The crazed general who's after him for revenge? (Not him, at least that's pretty clear.) Then there's the mystery of a legendary flower that once belonged to his race, a flower that might change the world—if only he can find it.

Beasts of the Walking City is fast-paced, funny, sexy adventure with steampunk cities that float and walk and fly, exploding gangsters at each other's throats, pyrotechnic magical battles, time travel, crazy new alien races and the fate of two worlds hanging in the balance.

Beasts of the Walking City Details


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From Reader Review Beasts of the Walking City for online ebook

Shell says

I began this book as I do so many of my cheap or free Kindle ebooks, with very few expectations.

I've read numerous books that should never have been published. They lack story, characters the reader can care about, and proper grammar, spelling, form, etc.

This book suffers terribly from a lack of proofreading. There are missing letters in words, missing words altogether, and definite tense shifting that can throw you out of the story.

But, with all of that, the story is good. Very good. That's why I've given it four stars. The story almost saves the erroneous errors.

Some have said there is too much going on. That the constant point of view shifts were not palatable.

I disagree with this.

Some thought the inclusion of Al Capone was over the top. Yeah, maybe it was, but he served a purpose and illustrated a fact of this world rather well.

All of that aside, I loved this world. These characters. The mix of worlds, people, creatures, magic and technology. It is rich and diverse.

The changes in point of view didn't bother me. To me it was like a movie, where you watch multiple characters deal with their story-lines that intertwine. And it all circles back to Blackwell. It's not like the shifts in viewpoint were aimless.

It takes time, this story. Not everything is laid bare for the reader right from the start. We learn a little bit more with each chapter. This is a good thing. In a world where instant gratification rules, I think a lot of readers and movie watchers, have forgotten the story matters.

And, there is constant action. Constant developments. It's not like the build-up is dull and dragged out.

We are made to care for Blackwell right from the start, when we are introduced to him he is struggling in his world. English speech is difficult for him. He is unaware of much of his world. And his aunt treats him like dirt.

As we delve into Blackwell, he seems a bit adolescent. But this changes too, as he grows and learns.

Blackwell rises above his beginning. However, he is not perfect. There is tarnish on Blackwell, and that's what makes him easier to relate to. More, likable in my opinion. He's real. He struggles with the choices that lie before him. Should he do what is most beneficial to him? Or should he be the bigger "man"?

I think that more people should give this book a deeper read. Instead of giving up on it, stick with it. It's well constructed, the story. However, the author should really find someone to proofread and edit it for him so that an updated, corrected version can be enjoyed by future readers.

And, though the ending is done in such a way that we can leave Blackwell and feel complete in his story, there are still unanswered questions that I would love to see answered. I want to see more of this world, and all of the worlds that come together in it. So, I hope he writes a well-edited sequel.

Oh, and a glossary of words and terms would be beneficial. Pronunciation is completely up to the reader.

Addendum:

It appears that the copy I downloaded was not, up to date. It may have been a case where I downloaded it and then didn't get around to reading the book right away so it sat in my queue for a while. In any case, the author graciously offered me an updated copy that has been edited.

Now, go, read! It's worth it!

Carey Mckenna Jones says

I was mesmerized by the cover of this book and had to have it. And I'm so very happy to report that the story and writing is every bit as amazing as the outside. Do I usually read urban fantasy? No. But this book grabbed me, immersed me and would not let me go. The world the author has created is rich and detailed, with compelling characters and a plot that is so riveting, I just could not put down my Kindle until the end. I am ecstatic to have found this writer!

Tamara! aka AmyG.Dala says

This is one different type of tale, full of all kinds of things: past, future, travel among lei lines, a bit steam punk, a bit dystopian, magic, some interesting species, and hey, Al Capone(?!). Certainly kept me reading almost non-stop as I had to find out what Blackwell was going to find himself embroiled in next. I'll be looking forward to the next installment.

Louise K. says

A well thought out and cleverly constructed world, with vibrant history and races, interesting and relatable characters, along with an engaging and well paced storyline have made this work very successful as both a Sci-fi and Fantasy novel.

However, as mentioned in other interviews, there were errors in the text which should have been picked up on during the editing. I mostly managed to overlook these during reading, and not be pulled out of the storyline, but there were occasions where I had to re-read a passage or two to understand what should have been written rather than what was there.

For a cheap Kindle read, even with the errors, I am glad to have bought and read this book, and look forward to the sequel.

Cheryl Eickhoff says

Really enjoyed it. Fast-paced, interesting, with characters that kept me really hooked. I'd love to see a sequel.

Denise says

Where's book #2?

Michael says

It will leave you wanting more, in the best possible way. A tight page turner filled with imaginative characters inhabiting a vivid fantasy world.

Michelle says**Good book**

You people should just read this book yourselves and write your own review on this novel yourself. I really enjoyed reading this book very much so. Shelley MA

LaDawn says

Couldn't get into it. The language of the Mage really turned me off. Sounded much too modern teen-speak to me, which didn't seem to fit the story at all.

Jordanna East says

Too jumbled. Too much going on. And the fact that Al Capone played a part in the plot was kind of ridiculous. I really wanted to like this one. The cover is gorgeous and the Blurb and Prologue were both intriguing and well-written.

Sadie Forsythe says

Hmmm, so-so; more good than bad, but not stellar. I generally liked this story. The bulk of the writing is fine. I certainly liked the idea and I think the characters. But it's that, "I think" that is the problem. The author somehow managed to write a (mostly) first person, present tense book and still allow me to finish it feeling like I didn't know the characters well. How is that even possible?

I say mostly because there are a lot of slip ups where the author dropped into third person or past tense writing instead of first person, present tense; sometime hitting all the variations in one sentence. There were also other copy-editing mistakes. The editing needed quite a bit more work.

I also thought the book felt overly long and I wasn't always certain what was happening at any given moment. Plus, the whole inclusion of earth and earth items/people was awkward, distracting and not particularly well integrated into the story as a whole.

I'd read another book by Law, but this one felt a bit disjointed and cobbled together on the whole.

Luc Reid says

If Del Law hasn't spent years lovingly crafting the setting of Beasts of the Walking City with layers upon layers of history, culture, clashing and cooperating races, magic, energy, portals to other worlds, cities,

villages, feuds, families, conflicts, technology, creatures, and vendettas, he's done an excellent job pretending to have done so. What's more impressive is that he isn't building throwaway detail for spectacle alone: things that are initially fascinating just because they are so unusual as often as not later step up and take major roles in the story. For example, one character who's referred to in passing a number of times in the book later appears "on stage," very unexpectedly, and we know exactly who this character is without having to be told, and this creates an immediate and new level of peril.

If you're interested in the kind of novel that will engross you with its world, in ancient cities full of strange beings and engaging tech and the full panoply of a centuries-old melting pot, in city-sized ocean ships that float through air over invisible lines of power, in corpse roads, mage knives, ancient excavations, mysteries, novel cultures, and varied landscapes, I literally can't think of a book I can recommend as highly to you as *Beasts of the Walking City*. Beasts and walking cities aren't even the beginning of what Law provides.

The other element of this book that kept me powerfully engaged was Law's character building, especially his central character, Blackwell, an unimpressive specimen of a race of beast-people who are being systematically exterminated over the course of decades. Blackwell's confusion and indecision are honest, believable, and worth following, and his actions continue to emerge from his flaws and limited aspirations in ways that prevent him from ever becoming larger than life but never lose our sympathy and interest.

The one problem I had in reading this book was that some pieces of the story, especially races, never seemed to emerge clearly to me from the narrative. I have to imagine that Law described Talovians at some point, for instance, but I caught so few clues until very late in the book that I came up empty as they were mentioned time and again. This happened for me a number of times, and while it may have been partly due to my habit of reading before going to sleep and thus potentially missing some details, still, I don't usually have trouble at picturing major characters.

Still, this reservation is minor, and in some places Law's descriptions are very evocative indeed. If you read *Beasts of the Walking City*, I'd be honestly surprised if you aren't tempted by his invitation at the end to get in touch with him and request the sequel. I know I will be.

Karina says

It is very rare for me to not finish reading a book. The way this one continually changed the POV was very distracting, but the thing that annoyed me most was the styling of the main character, especially his language. The lingo didn't seem to fit in this story, and I finally gave up reading it even though I was near the end.

Leif Anderson says

This was a great introduction to this world system, and I recommend it. There is an interesting blend of urban fantasy, technomagic, and a few other sub-genres. My one complaint was that Law seems to be reaching hard to place this story in a larger tapestry, even though that tapestry and background do not yet exist. What I mean there is that especially near the end, there are a lot of hints about future events which cry out for sequels. This is fine if there is a whole overarching plot planned out, and maybe there even is, but reading it, it felt like a plea for the chance to write a sequel, rather than an assurance that there was a plan for our main

character's whole life. It worked, though, and I can't wait to read whatever comes next.

Eero says

Interesting concept. Was annoyed by tiny errors that should have been caught in proofreading: in the middle of first-person narrative from Blackwell's POV, he is suddenly referred in 3rd person as in "Blackwell said", and so on. Also, the plural of craft is craft, not crafts, when you are talking about ships.

I think this book works best as a fast read. There is certainly enough texture in the world to make it fun.
