



Tomb Raider: The Ten Thousand Immortals

Dan Abnett, Nik Vincent

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The new "Tomb Raider Novel" will broaden the world and enrich the storyline re-introduced in the highly successful "Tomb Raider" video game. The first novel in a trilogy will continue the exploration of Lara Croft's origins as the "Tomb Raider," featuring an entirely new, fast-paced adventure.

This Novel features: Direct tie-in to the Tomb Raider game released in March 2013. Written by Dan Abnett, a well-known British novelist and comic book writer. Storyline written in conjunction with the game developers at Crystal Dynamics.

Tomb Raider: The Ten Thousand Immortals Details

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Author : Dan Abnett , Nik Vincent

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From Reader Review Tomb Raider: The Ten Thousand Immortals for online ebook

Brionna Skye says

Lara Croft and her worldly adventures were a staple of my childhood. From Bolivia to Peru I traveled the world alongside Ms. Croft in the iconic PlayStation games. With the new Tomb Raider reboot in 2013 we were taken back when Lara was fresh out of school and began her adventures in the lost island of Yamatai. This book picks up where the game left off. We see that Lara's friend Sam is suffering mental and physical ailments from her encounter with Himiko, the Sun Queen. Lara Croft now also suffers from panic attacks after her ordeals on the island. In order to help save her friend Lara sets out on a quest to discover the Golden Fleece. This leads her all over Europe in order to track it down. Though it seems the Golden Fleece may be nothing more than a legend Lara begins encountering suspicious individuals.

The book was decently written and kept me wanting to read the next chapter. I feel that I would have loved it more if it had been written more about the Lara I grew up loving and knowing. She was sassy and had balls of steel. While I understand the concept of the reboot and seeing a story written about a young Ms. Croft my childhood memories lie with the most iconic female game persona.

Melissa says

The story overall was very exciting and interesting, and had a good representation of the current Lara Croft era. There were many moments that you won't want to put the book down, even though the beginning of the book felt a little dragged on concerning her anxiety issues because of Yamatai. My only true complaint is with the editing style of the book. There were too many "run-on" paragraphs, that is to say that paragraphs that should've been distinctly separated with spaces because of drastic changes in scenes, were kept close together and would leave you wondering, "why is she taking her sweater off, she is in the middle of the street!". Another complaint, though minor, is all the blank pages, at least in the version I have read, just so that each new chapter is on the right hand page. The text font is already larger than a normal paperback due to size, it just seems silly and a waste to leave a full blank side of no text, but this is just a little nitpick I have and not so important as the run-on paragraphs mentioned prior, which could confuse readers at points.

All in all, this book was a great little read for both action and Tomb Raider fans, and suggest it anyone who would like a good little adventure novel to indulge in.

Joshua Blum says

I really wanted to like this book, having been a long time TR fan. The 2013 TR reboot was one of the best games I'd ever played, and I was actually a little sad after it ended. Needless to say, when I heard there was going to be a continuation of the storyline in comic and novel form, I thought that was pretty swell. I bought this book soon after it came out. However, due to some of the issues below, I finished it mainly out of a sense of obligation rather than enjoyment.

This novel starts off promisingly enough. It is unfortunately, one of the better parts of the book, in my

opinion, and is, ironically, the one part you can get for free when you download a sample. Lara has just returned from her harrowing adventure on the island of Yamatai and is suffering from numerous post traumatic stress disorder symptoms. She's anxious, paranoid, and can't focus. Once familiar London has become a battlefield of potential baddies lurking around every corner, waiting to dole out harm. Her friend, Sam, who herself was rescued from demonic possession on the island, isn't doing much better. She has been taken to the hospital in an apparent catatonic state, and Lara gets a call from a physician there asking for more information. The writers do a great job of conveying Lara's concern while dealing with her own frazzled mental state, and it's a nice nod to the inner turmoil that sometimes besets the adventurous after a harrowing life and death adventure, one we don't often see. It also helps make Lara a more human character.

After that, since nothing the doctors are doing can wake Sam up, Lara decides to do a little medical sleuthing herself, hoping that her knowledge of the ancient and arcane will provide a cure where modern medicine can not. You have to suspend belief a little, since she decides that her best choice of action at this point is to not wait for her best friend to wake up like a normal person but rather to go and potentially get herself killed finding ... wait for it ... the fabled golden fleece (of Jason and the Argonauts fame), which supposedly grants immortality. Lara gets clues about where to start her quest from a mysterious tome she calls "The Book," a collection of old notes and ideas she jotted down while doing past research, kind of like Henry Jones' diary in "Indiana Jones and the Last Crusade." The novel seems to hint that she must have come across how to find the fleece's location in the past but, like Henry Jones, wrote it down so she wouldn't have to remember. With enough scouring, she sets off on her quest to de-catatonize Sam. Like I said, you have to suspend belief a little. TR has always been a little weak and convoluted when it comes to the plot, but it didn't really matter since you were playing a video game, and the story was secondary anyway.

And that's sort of what this book feels like, the plot of a video game. And it probably would have been fine for that, since there's a decent set up, and later chapters have plenty of globe hopping and waves of bad guys to fight. But what might have been okay as a video game doesn't work as well for a novel, where there should ideally be more than short descriptions of locations and fights. Aside from battle fever and fear, we don't get much insight into Lara's inner world beyond the first few chapters. Whereas the vague motivations of the bad guys (there are two opposing forces who both want the fleece and are willing to kill Lara for it) could have been secondary in a game, in a novel, you hope for a little more explanation.

One of the opposing forces, Trinity, ties into the second game coming this winter. They're also mentioned in the Dark Horse comic books. And that leads me to another question maybe someone here can answer. As far as I can tell, this book and the comics are both supposedly canon, meaning they take place in the same universe and supposedly the same time line. I was under the impression that this book takes place before the comic but after the game. Yet, in the comic, Sam again gets possessed by Himiko ... so did the golden fleece cure not work? Or does this book take place on an alternate time line? At the end of both book and comic series, I'm still confused.

Overall, and perhaps fitting for a novel about traveling, this is a book that would be good for a long plane or car ride. Stuck in a metal box, you need something to numb your brain in between thinking of your next pit stop, meal, or destination. This novel is kind of like the movies they usually show on buses - not great but better than staring at the road or listening to your neighbor yammering on about their medical problems.

Amy says

Normally, the advantage of a book is that you can gain insight into a character's feelings and "get inside their

head" more so than you can when you are watching them on screen. Unfortunately, this book didn't take advantage of this at all, and this was the most disappointing thing about it. It essentially felt like I was reading a movie. There was very little insight into Lara's thoughts, and she barely demonstrated any emotions at all. Her character was really flat and at times she seemed very much out of character (someone dies in front of her, and all she can think about is her artifact) which was very disappointing. I'm hoping it's only because they want to save any major character development for the next game.

The main issue with the book is the writing. The premise and the story is pretty good (good enough that I'm ok with it being canon), but it was just executed and told really badly which made more than a few parts seem either cheesy or unbelievable which I don't think would have been the case if the writing had been better.

That being said, it was at least entertaining. If it had been a fan fiction, I would have thought it was better than most, but I have higher expectations from an actual book.

Kyle says

[being kidnapped and the policeman ignored her as a state of anxiety? (hide spoiler)]

Kelsey Hudson says

Honestly, how did this even get published? The note in the beginning of the book about how this is canon was only salt in the wound.

Things that were awful about this book:

1. The writing: whew, those other reviews were so right that the writing in this book is absolute garbage. If Dan Abnett is a bestselling author, there's no reason we all shouldn't be published. There were so many repetitive sentences and situations that provided 90% of the filler in this book. Nearly every chapter was a variation of Lara going somewhere (in nauseating detail in case you want to recreate the journey for yourself), Lara scoping out people she thinks are following her, Lara getting or being given bottles of water (there were at least ten instances of her grabbing a bottle of water or sipping water- I know hydration is important but come on), and Lara talking to herself by asking herself dumb questions. There were no mysteries. There was no showing, only telling.

2. Lara herself: Who is this woman pretending to be the heroine from the 2013 reboot? She was an anxious mess all the time, she was painfully bad at figuring things out on her own, and for a supposed archaeological genius, she asked some really painfully dumb questions. And on that note, how did she get from "Oh, Sam is sick and thinks she's Himiko" to "Yeah, I need to jetset around Europe to get the Golden Fleece". The only thing connecting those two things was a notation in "The Book", and it was such a flimsy thing to go on. It was certainly not a reason to abandon your friend after she overdoses. Also, Lara kept befriending random foreign people and it was so annoying. Every single person she met in a random country would magically help her out and hide her even though she's this crazy British lady they've never seen before. What taxicab driver in their right mind would let someone pay them 10 euros to get chased around by murderers? Oh and Willow and that whole plot line can just go fly a kite. Way to be a creep, Lara, by hanging out with college

kids and sleeping on their couches. Also, hey Lara, remember Roth, your father figure who died on Yamatai? Or hey remember anyone else who was with you? No, they don't even get mentioned. Sam hardly even gets mentioned.

3. The plot(?): This book hardly had a plot. The first 100 pages are Lara running around, taking the tube, being paranoid, and drinking water. Even after I was finished, I still have so many questions. Did Sam actually overdose because she was depressed? Why was Himiko tied to the Ten Thousand Immortals? Why did Sam get magically fixed even though Lara didn't get her the Golden Fleece? Is Lara immortal now because she has that lil gold nugget? Why was Sam turning into Himiko? The plot could have been good if the story had focused on Sam becoming Himiko, and then they had worked out the mystery together and banished her or something. Instead, Lara decided to chase after a mythological object instead of actually talking to her friend for more than ten minutes.

This book honestly felt like it was written by someone who had read the Wikipedia page for the first game, and not actually played any of it. The plot was so contrived that it was painful. Near the end, when I was praying for it to be over, I had forgotten that this was even supposed to be Lara Croft. There are some great video games books out there (Dragon Age, I'm lookin' at you, baby), but this was just insulting.

Agnieszka "Aeth" J?drzejczyk says

Okay, so first, let me say this: I am a huge fan of the 2013 "Tomb Raider" and the new Lara Croft, so according to the book synopsis, I should enjoy "The Ten Thousand Immortals" for what it is - a next step in the adventures of my favorite heroine. That said, I also enjoy a good book and I understand that game tie-ins leave a lot to wish for. For all intents and purposes, I should have been prepared, shouldn't I?

Turnes out, I wasn't. "The Ten Thousand Immortals" is written so terribly, in such a bland, matter-of-fact style, that I only kept praying I could finish it as soon as possible. Honestly, I kept skipping the descriptions of Lara's routes along London or Paris becasue I didn't care in the least that she took a right turn into this street and a left turn into that street. I tried to imagine I was "reading" an action flick instead, but hell, that didn't help. Moreover, the insight into Lara's mind in kept to a bare minimum, mostly containing observations rather than actual thoughts, which did not help at all. Of course, if this in action-adventure book, then I can understand that the pace is quick and there are a lot of things that need to be described, but then again, some semblance of terror, or emotion, or fear, of adrenaline etc. etc. should be maintained. Here? Nothing of the sort, just pure, boring-as-hell facts.

What is worse, though, is that Lara herself seems to be a completely different person. Sure, she suffers from anxiety and panic attacks, which is understandable after Yamatai, but that doesn't go beyond "oh no, not another panic attack!" She's supposed to be a student of archeology, but she asks question a five-year-old could answer. She mentions her father a lot, but not a word on Roth or the others, except the plot-moving Sam. There's also a nice line about her not caring whether she killed someone or not - I mean, fine, she's killed a lot on Yamatai, but to just not bother whose life, or why, she's taking? It's not like she's surrounded by crazy armed islanders anymore...

She's completely shallow and it's such a shame that I don't know even how to tell you. The narrative perspective itself is another joke, with its shifting from person to person without any regard for a narrative plan, that the whole thing reads like a poorly written fanfic. I'm not familiar with Dan Abnett's previous works, but as my friend pointed out, nothing creative could come from a guy with such a long bibliography

list. Well, nothing did.

And the plot! What a ridiculous excuse to use the brand! Really, Crystal Dynamics and the writers of "Tomb Raider" should be ashamed to have signed their names under this, for lack of a better word, product. "The Ten Thousand Immortals" is a terrible, terrible work of fiction and it fails miserably even in the one thing it was supposed to do - this not a next step, this a step way, way backwards.

Nadine Truong says

Terrible. Did not finish. The first chapter was so tedious, it turned me off. It's like reading a beginning screenwriter trying to become a novelist.

Michelle says

Though it was just released, I read it and found it repetitive, boring, and the ending was dry, and it seemed odd. The book is an easy straight forward read, but there is too much telling, and there is not enough showing. A bit over telling about silly things that the reader could easily visualise without a blow by blow unnecessary detail. I think there should be a balance that I personally did not find in the writing. I feel it was just an okay read, but nothing great.

Leggere Romanticamente says

La recensione sul blog ---> [http://www.leggereromanticamente.com/...](http://www.leggereromanticamente.com/)

Max says

Continuing where the 2013 Tomb Raider reboot game ended, this book picks up shortly after. It takes place before the canon comics as well. The basic plot is that Sam is showing signs of having developed problems related to the attempted possession by Himiko so Lara sets off to find the Golden Fleece in attempt to help.

I really wanted to like this novel. I am a huge fan of the games and the tie in comics weren't bad either. This book however leaves much to be desired. The basic premise is pretty good but the delivery is extremely lack luster.

The language feels like it was written for preteens. It reads like the novelization of a comic. Directions and scenes are painfully explained. This works in other media because you can see the scene but it falls flat in books as it destroys all pacing and sounds juvenile.

The printing is very odd and inconsistent with many chapters and even most pages ending on differing spacings/lines. It is extremely disconcerting and distracts from the story which I already had to force myself to focus on. By the end of the game Lara has come to believe in supernatural occurrences yet here she spends 90% of the novel trying to convince herself and the reader that the supernatural is not real, never was real

and couldn't possibly be real. It simply doesn't fit the characterization from the game. A large chunk in the beginning is even devoted to her trying to figure out what could possibly be wrong with Sam which is just ridiculous. Considering that she is claiming to be an ancient Japanese woman named Himiko and they just came from an island where an ancient Japanese woman named Himiko tried to possess her it doesn't take a genius to follow this to the logical conclusion.

Another problem is that the main story is written third person limited following Lara only to suddenly switch to a different character's perspective midscene. Normally this isn't a problem as many books can jump perspective with few issues but in this one, the shift comes with no transition at all. There are no new chapters, no asterisks, not even any spaces between the paragraphs with perspective shifts. Normally using visual cues there is some way to tell if you are reading about a different character but here you could be halfway through a new paragraph before realizing from the context that we have jumped to looking through another's eyes. It then jumps back a paragraph or two down with again no transitions. It made many scenes confusing and rather hard to follow.

A further issue with the story is that things just seem to happen for the sake of conflict with no real effort made into connecting the events beyond needing something exciting to spice up the story. There are three villains introduced partway none of whom have anything to contribute to the plot or the progression and seemingly were only added because Lara needed an antagonist and her main adversary had fallen behind. The main driving point, the Fleece, doesn't even seem to be important by the end. Sam's problem just seemingly goes away with no intervention at all beyond a vague implication that a death may have been what really fixed things but even our hero isn't convinced.

After all the negative there are some positives. Most of the characterization from the game is still inherent in the characters and it works. The PTSD that Lara is experiencing is also rather well shown as are the anxiety attacks. While several have said that she is a stone cold killer after the events of the game I think that the PTSD inclusion actually stays true to the story already told and is realistic. The novel also makes good use of British English rather than American English which helps to keep things more grounded as well.

In closing, to me it's very sad that this is the Official Novel. I've read several fanfics, ("The Camera Love You" by Asynca is a perfect example), whose writing, storylines, and characterizations are leagues better. Reading the official version I had expected something that stood above the fan writings but I received this instead. I had hoped for so much more and was extremely disappointed.

Adelina says

I started *The Ten Thousand Immortals* fully knowing that it would be bad but, oh boy, I didn't expect this. This book is an huuuuge mess and a total waste of trees, I mean... how? How did this get published? Two writers and all they come up with is this mess? Incredible.

The story starts when Lara's best friend, Sam, is possessed by Himiko, an evil sun goddess (and also the main antagonist in Tomb Raider). Somehow Lara thinks that the only way to help Sam is to find the Golden Fleece, an artefact that is supposed to have healing powers. Of course Lara isn't the only one looking for it, there are bad guys, and a movie star (shh, don't ask), and... more bad guys because why not.

The main bad guy is called Ares and he's probably immortal. I say *probably* because it is never clarified or addressed in the story whether or not he really is, just thrown there to make things more confusing. Actually,

a lot of important things are not explained or clarified, I think I read more descriptions of subways and trains than Lara actually researching what she was supposed to find.

Lara herself was not 'Lara'. I know she is supposed to be a younger version of Lara Croft but in this book she is just so bland it's painful. She does nothing herself, she gets thrown around by everyone and at the end of the story she's basically lucky, nothing more. I mean, **Lara Croft** is supposed to be smart and resourceful and dynamic, not an average teenage girl.

Also, can we talk about that ""ending""? (view spoiler) Amazing.

And you know the funny thing? These two wrote another one. Sigh.

Amber says

Despite it's flaws this was a pretty enjoyable book to read.

This takes place right after the new Tomb Raider game and before the events of new comic series.

As expected there was archeology, history and myth, and plenty of action to go around. Sam is in danger and Lara immediately sets off to try and find a way to help her. No matter how thin the trail may be at times, Lara is willing to go wherever she must to find something that will help.

Unfortunately the writing style can be pretty flat at times especially when it comes to Lara traveling. It's very cut and dry, getting straight to the point without offering much in the way of imagination. However for me at least it seemed to get better and a bit more detailed as the book went on. At least when she wasn't taking a train/the tube. Nothing profound but better than some parts.

The writing style also doesn't provide a tremendous amount of insight into Lara's character. Although there were some better moments when she's under stress or in danger where you get to see her reasoning and logic. It also doesn't give a huge amount of emotion to the secondary characters either. I couldn't help but feel that many of them weren't explained very well when it came to their thoughts and behaviors. The men in this book especially might likely come off as more annoying and patronizing than anything else.

Lara's panic attacks are also brought up and while it wasn't a major point in the story it's still good to see the issue of panic and anxiety attacks brought up in a popular entertainment series. Lots of people today deal with some form of anxiety and I think the author did a good job of describing Lara's behavior and feelings on the matter.

This is definitely a book for fans and while it's not a masterpiece of writing it's still a nice book and one that I think fans of the Tomb Raider series, whether old or new, will enjoy.

The Sapphic Nerd says

I'm about halfway through the book and I'm considering dropping it. I don't say that lightly because it bothers me to leave a book unfinished (I can only remember doing it once in my life with books I didn't enjoy), but

the writing feels awkward and emotionless. Someone else's review said it reads like fanfiction, and I'd agree except that I've read fantastic Tomb Raider fanfiction that's immensely better than this (eg. Asynca). My expectations going into this weren't high, but I really wanted to like "The Ten Thousand Immortals". I'm just not feeling anything. It's disappointing that this is canon when I'm sure they could've found better writers to do the job. I might attempt to finish it to get a full perspective, but I don't know if I can justify spending much more time on this.

Bontix says

"Yamatai aveva sancito la fine di tutto."

E invece è stata solo l'inizio. ?

Avvertenza: sono una fan sfegatata della nuova trilogia prequel di TR, quindi questa non è una recensione, è uno sclero totale! ?

Ovviamente non potevo perdermi questo romanzo ambientato dopo gli eventi di Tomb Raider ma prima di Rise of the Tomb Raider, nonostante la paura di rimanere delusa mi abbia bloccata per mesi e mesi, lasciando il libro a fare la polvere sullo scaffale. Per mia fortuna gli autori hanno fatto un ottimo lavoro e ammetto che la premessa fatta dal team della Crystal Dynamics mi ha rincuorata un pochino ad inizio lettura.

Lara è ancora scossa dopo quello che è successo sull'isola maledetta di *Yamatai* ma, purtroppo per lei, l'incubo rappresentato dalla Regina del Sole *Himiko* non è ancora finito. Ho apprezzato tantissimo la presenza degli attacchi di panico all'interno del libro, perché Lara soffre ancora di disturbo da stress post-traumatico all'inizio di RotTR, quindi trovo che gli autori abbiano fatto davvero un buon lavoro da quel punto di vista.

Mi è piaciuto molto anche l'inserimento della *Trinità* all'interno della storia, ovviamente senza spoiler visto che tra la pubblicazione del libro (2014) e l'uscita del videogioco (2015) è passato poco più di un anno.

Essendo la *Trinità* il nemico principale di *Lara* nel corso della sua crescita (chi ha giocato a RotTR sa di che parlo) ho particolarmente apprezzato questa piccola chicca.

Speravo che il libro mi potesse dare qualche indizio in più sul cambiamento del rapporto tra Lara e *Sam*, ma purtroppo le mie speranze sono state vane. *Sam* è sempre stata un personaggio secondario all'interno delle storie, quasi di sfondo essendo sempre lei quella che doveva essere salvata, eppure ci ho sperato fino alla fine. Semplicemente non mi piace il modo in cui il personaggio di Lara viene trattato all'inizio di RotTR, tutto qui.

In ogni caso, la storia parte spedita fin da subito, perché nonostante i primi capitoli siano piuttosto soft rispetto a tutti gli altri, il disturbo ansiogeno di Lara mi ha portata a tenere gli occhi aperti e a sospettare di tutti, esattamente com'è successo a lei. L'inserimento di pov multipli in terza persona ha reso la lettura ancora più intrigante ai miei occhi, soprattutto le parti riguardanti gli inseguimenti con i Diecimila Immortali, che hanno contribuito a mantenere la mia attenzione ai massimi livelli, insieme alla voglia di sapere come sarebbe andata a finire, come se la sarebbe cavata Lara. Perché ammettiamolo, si sa fin dall'inizio che non può succederle nulla di male (avrò anche letto il libro ad Agosto 2018, ma comunque in Italia è stato pubblicato a Gennaio 2016, mentre RotTR è uscito a Novembre 2015, come dicevo prima, quindi la situazione non sarebbe cambiata nemmeno se mi fossi fiondata in libreria il giorno della pubblicazione italiana).

Il ritmo è davvero serrato, soprattutto da metà libro in poi, quindi per me è stato difficilissimo staccarmi dalle pagine perché la voglia di sapere era troppa, nonostante fossi sicura che non mi avrebbe riservato grandi sorprese. Be', è saltato fuori che mi sbagliavo, perché gli autori sono riusciti a sorprendermi lo stesso. (view

spoiler)

L'unica cosa che mi ha un po' infastidita, ma è colpa della mia pignoleria, è stato l'utilizzo delle virgolette al posto delle caporali. Non so perché, ma è una cosa che negli ultimi anni ha iniziato ad irritarmi parecchio.

In conclusione, mi sento di consigliare la lettura di questo romanzo a chiunque si sia appassionato alla giovane e ancora un po' inesperta Lara Croft creata dalla Crystal Dynamics.
