



# From a Far Land

*G. David Walker*

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## **From a Far Land** G. David Walker

Jason Bennett never intended to change the world, his own or anyone else's. But when an ordinary family vacation sends the teenager to Teleria, an extraordinary world of might and magic, his arrival sets the wheels in motion on events that will change that world forever.

In Teleria, Jason is thought be Jaben, a paradoxical figure from ancient prophecy destined to save or doom the world. Through half-truths and misunderstandings, Jason gets caught in a dangerous tug of war between the ruling Circle of Nine and one of his own ancestors from three hundred years in his past. Adding to his dilemma, he finds himself at the center of a conflict between two of the Altered, a small group of godlike beings, one of whom is secretly aiding Jason's ancestor, violating a Covenant that has kept Teleria safe from their influence for over a millennia.

Unable to return home, Jason must learn to use power he isn't convinced he has, keep from triggering a war between the Altered that could devastate the planet, and survive the plans of some among the Circle who believe the prophecy calls for his death.

Not quite the summer vacation he had in mind.

FROM A FAR LAND takes the reader on a journey of honor and deception, betrayal and self-sacrifice, as Jason tries to figure out who is telling him the truth and who only wants to use him, before Teleria's fate is sealed forever.

## **From a Far Land Details**

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Author : G. David Walker

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# From Reader Review From a Far Land for online ebook

## Volpot says

3 stars

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## Robert says

Loved it! Excellently written, with very few blemishes. The only thing I thought could have improved it was a bit more fleshing out of the main character, Jason. Some of his actions seem a bit contrived, and maybe not how a (other worldly) teenage boy would act under such circumstances. There were a few typo's and formatting errors, but nothing another edit wouldn't patch up, and hopefully remove over-use of 'that'. I found the world immersive but possibly a little shallow and needing a bit more depth, while the magic system and premise of the book are what fantasy is all about! I will definitely be waiting for Book 2 to arrive to continue the entertainment.

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## Ben says

A surprising find as it was free on kindle! An excellent book with what seems to be an obvious plot turns out to have some nice twists and turns. I really enjoyed it and will be reading the remainder of the series.

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## Troy Dye says

### From a Far Land by G. David Walker

The setting is another planet that is remarkably like a future Earth trying to recover from a nuclear war. An eighteen year old earthling accidentally stumbles through a portal and into a world of magic wielding humans and various races of mutants. In this setting imagine a battle like The Illiad where the gods keep interfering. - - no imagine that this is a metaphor for the battle between the angels like in Paradise Lost. I don't think the writer could decide which way he wanted to go. And so of course he sets up a sequel rather than a resolution.

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## Pauline Ross says

This was a free book that attracted me because it starts in Scotland (where I live), an unusual feature for a fantasy story. I'm not sure what the relevance, if any, is to the plot, because the lead character is American, but it makes a refreshing change. By contrast, the basic premise is nothing out of the ordinary - a seventeen year old boy finds a portal in a ruined house which transports him to - a parallel universe or another plane of existence, somewhere very different, anyway. Oh, and there's a prophecy, apparently. More interestingly, this other place, Teleria, has suffered a catastrophic war long before (it sounds rather nuclear, actually),

which not only created the usual devastation, but opened up rifts in the fabric of space, thus connecting with other dimensions. This, combined with the (presumed) radiation, has knocked out advanced technology, allowed all sorts of stuff, good and bad, to leak through from other dimensions and left Teleria with a number of non-human sentient races, as well as some seriously weird animal and plant life. And magic, although, rather nicely, it has a different name. This is much more intriguing than the usual dull pseudo-medieval backdrop, and gives the book an almost sci-fi feel.

The portal-leading-somewhere-bizarre is not an original idea, but it's a very effective strategy. The hapless victim can express his (and our) bewilderment and ask all the right questions, and whoever's on the other side (a Loremaster in this case) can explain some essential background information to him (and us). There's also the potential for some wonderful culture clash moments, and the author plays this up beautifully. There are some terrific laugh out loud moments - I love a book which makes me laugh. It's not just the amusement of hearing the Telerians trying to pronounce Missouri ("Misery? What a dreadful name!") or understand basketball ("... you do battle to establish dominance..."), the real fun is in the trickle of American teenagerisms ("I think my weird-o-meter is broken"), which runs on throughout the book.

The created world is not as detailed as some, but it feels plausibly alien, and I like the way the reader is gently reminded that this is a very different place by little snippets here and there - odd bits of other languages, references to a sixdays instead of a week, and a quarter day's journey instead of hours or miles, for instance (and it varies according to whose point of view we are in, which is brilliant attention to detail). All the strange creatures are well described, and are different enough to be interesting. I particularly liked the mysterious Shanthi, with their invisibility and strange code of honour. And the fighting pack animals seem like a very useful idea. There's quite a lot of history behind Teleria's current state of play, and sometimes the info-dumps seemed a bit heavy handed. We really don't need to know every last detail. Leaving some things mysterious can be more fun sometimes than having everything out in the open.

The magic system is nothing very special - almost everyone has some ability, it involves a bit of finger-wagging, some focus and passion, apparently, and the most adept can do pretty much anything - flame throwing, mind-reading, healing, defensive shields, you name it. I'm not a big fan of these kinds of almost unlimited abilities with the wave of a hand, I much prefer more elegant means of spell-casting (like the air-writing in Brandon Sanderson's *Elantris*, for example), or a single ability (such as the water-shifting in Glenda Larke's *Stormlords* trilogy, which the characters used in an amazing variety of ways). And frankly, it's just too convenient when people can be healed of almost any wound. But that's just my personal preference, there's nothing wrong with the arrangement here, and it's used consistently. And I very much like that magic is a post-apocalyptic feature, which also created a few people with super-powers, the Altered (but let's call them gods, for short). This is ingenious.

[ETA: I've been a little unjust here; there are a number of 'orders', each of which specialises in some aspect of magic - healing, animal life, metallurgy and so on. So it's not really as much of a free-for-all as I imply.]

The characters don't have a great deal of complexity, but then the book is (presumably) aimed at a young adult audience. I felt, though, that everyone was too black and white - the good guys were almost too nice, honourable, honest and kind to children, and the bad guys were too evil, razing villages to the ground just for the hell of it and bent on the inevitable global domination. A few shades of grey, or more complicated motives perhaps, would have lifted the book to a new level. And sometimes the tone becomes too overtly moralising and heavy-handed. But there were hints of something more interesting in the mistrustful relationships between some of the races - humans and Shanthi, for instance, and Ferrin and Yellowtooth. I would be interested to know more about that. By contrast, the gloriously mismatched trio of Gatlor, Seerka and Calador got along well, and their verbal sparring in the midst of battle was a highpoint. I also liked the

Loresmasters - their formality with each other, and their dithering over what to do with Jason, which felt very human (even though not all of them were!).

One other aspect that's absolutely note-perfect is the varying dialogue for the different characters and races. Reyga the Loremaster is done particularly well - a formal style of speech that never tips into the absurd. And Jason, the seventeen year old, never loses his Americanism and behaves exactly as you'd expect someone of his age and background to behave - he's sensible without being unnaturally intelligent, assertive without aggression and (sometimes) plain bewildered without becoming stupid. Even Bothan's Scottish accent sounded fine to me, and that's a hard one to get right.

The story itself is a real cracker, not an original plot but very well done. I was drawn in from the very first sentence, and from then on the pace moves relentlessly. Actually, sometimes it almost felt too fast. There were jumps of hours or days when I felt taking things a little more slowly could have given the book more depth, by expanding our knowledge of the characters, for instance, or allowing the reader to savour this strange world, or simply showing how Jason was feeling about things. The author does a good job of conveying Jason's bewilderment when he first arrives in Teleria, and occasionally when things get really weird, but I would have liked to know more about his reactions as the group travelled toward's Lore's Haven, for instance - there's very little description of the villages or the surrounding countryside, and it's all a bit dry. It must have seemed very strange to Jason, yet he seems to accept everything very quickly.

I very much liked the way the whole story is sprinkled with mysteries and unanswered questions from start to (almost) finish. As one question is answered, another two or three spring up straight away. It's never obvious who Jason can trust, and who might be working for the other side - or even which side IS the other side! And there's the usual problem with teenage-boy-with-unexpected-powers stories - why? How did Jason end up being so important?

There are some plot contrivances that stretch credibility somewhat. The information Nyala gives Jason, for instance, which is conveniently forgotten and then 'remembered' at key moments. The so-useful ability to 'see' auras. And the extremely capable Lenai seems to turn into a helpless female at crucial moments, such as the early attack by the Trellin, and more particularly her meeting with Reyga - this is someone who can make herself invisible, after all, and is a trained warrior, how could she possibly find herself in that situation? She would simply have disappeared the instant she felt threatened. Or, if she were sensible, she would never have been visible at all.

The ending feels satisfying on a number of levels, and although there are no great surprises in the actual outcome, the way things are achieved is rather slick. And, as is customary, while the story is complete in itself, it sets everything up very nicely for the sequel. I thoroughly enjoyed this book, tearing through it in a couple of days because I just couldn't put it down! It's not a particularly deep affair, and sometimes the writing style was a bit dry and factual, but as a straightforwardly entertaining tale, it can't be beaten. Four stars.

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## **Jada Ryker says**

From a Far Land is a well-written story about Jason Bennett. When he inadvertently travels through a mysterious portal from an ancient structure in Scotland to a new dimension called Teleria, Jason meets a cast of memorable characters and a strange society.

With his eighteenth birthday, a date with a cute cheerleader, and his SATs fast approaching, Jason is desperate to get home. However, he is stuck in the bewildering new world, as well as tasked with saving it!

I enjoyed reading the book. It reminded me a bit of Piers Anthony's world of Xanth without the puns. I would recommend the book to both younger readers and adults.

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### **Debra Martin says**

Whenever a book starts out with the sentence, "The others will not know," I am immediately intrigued. Not know what? Who are the others? FROM A FAR LAND sets up this premise to draw the reader in, and boy, was I drawn into this story. The protagonist, Jason Bennett, is an 18-year-old American visiting his relatives in Scotland. Bored with the conversation around the dinner table about his ancestors, he goes off on his own to explore the countryside. What he finds, however, will change his life forever. Buried deep within an ancient stone building on his great-uncle's property, a light shines in a doorway and draws Jason to it. When he steps through, everything changes and he finds out that he is a pawn in a centuries-old battle between supreme beings in the Land of Teleria.

The author does a fantastic job of keeping the action moving. Just when I thought I had figured everything out, another plot twist is thrown into the mix. We learn about Reyga, the Emerald Loremaster, and Jason's guide in this strange land, the other Loremasters of the High Council, magical powers called dimsai, a Shanthi girl named Lenai, strange warrior beings and an event called The Devastation that somehow helped create the supreme beings.

Through half-truths and misunderstandings, Jason is plunged into a battle of words and wits between the High Council and the strange outcast Bodann. He must somehow make sense of each side's accusations about the other before it is too late and Teleria is catapulted into a full-scale war. Who is telling the truth and which side should he trust? Lenai does her best to guide and instruct Jason, but even she is not immune to the effects of the conflict between the supreme beings. To make matters even more complicated, Jason finds out that the High Council believes him to be Jaben, the one cited in an ancient prophecy; the being who has the power to either save or destroy Teleria. Not too much pressure for an eighteen-year-old.

The characters are well fleshed out, the action is non-stop, magical mysteries abound and there is a great battle. Really, what else would you expect from one of the best fantasies I've read this year? Highly Recommended.

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### **Susanna Mahoney says**

It was a delightful surprise written by an Indie Author. It is of sci-fiction genre, but this reader wonders if the author was also thinking of supernatural elements to add to the plot. Jason Bennett is a teenager on vacation with his family and relatives in Scotland and he is bored of the adult talking goes off on a hike. Like all teenagers curiosity got him and he was attracted to an antique building and a shining light. He dares to follow the light and opens the door which is not another room rather it is a strange and mysterious world. He walks through in another dimension and realizes too late he may be trapped unless he finds another portal to go back home again. Meanwhile he has no choice but to adjust to his new and wondrous adventure.

He receives help from a mysterious Reyga, a Loremaster who takes him under his wing. Reyga is willing to train the lad the magic secrets of their world if he is willing to learn. Thus the adventure begins Jason is introduced to many new experiences and other worldly aliens. He is in the midst of a conspiracy and does not know which side to choose.

There is intrigue, suspense as the Loremasters and the outsiders' battle against each other by manipulative magic abilities and warring devices. The Loremasters are not reassured of Jason's loyalty and if he may or not be the future prophet coming to save or destroyed their world. The traitors behind the strategic attacks are watching and waiting for the right moment to conquer the world and it's capital, Telerian where the high ones are enclosed in safety for their have the key to all knowledge and command only certain individuals can have authority to utilized the knowledge which causes a chaotic rift in more ways than one; dividing the races of creatures in us against them, thus if something is not agreed upon in time the end may be on the horizon.

Question; will Jason and his allies are able to defeat the dark shadows and regain their authority or lose all. This reader was compelled to find out the conclusion and enjoyed the hours of reading this inspiration story and was so impressed with the quality of details like the writer was trying to create a world where one can walk through a portal and be part of it. The plot was easy to follow and there is more here than a sci-fiction story. You will have to see for yourself and check out this author's Amazon's page to find out more about this creative author who is able to grasp all elements of existence and combine them in a spun tale of pure magic.

In the author's words; It was a prophecy given over eight hundred years before. From a far land, Jaben shall come. The last to arrive, he will already be here. Powerful and powerless, Our hope and our doom are in his hands.

The unique and colorful characters, Jason Reyga, and other Loremasters and of course the female healers and secondary character the brave chameleon creature of the Shanthi race; her name is Lenai, she Jason's guardian and committed to her assignment to protect the far lander with her life. They are leery of each other until in desperation they have to join forces against the dark foes and then so much magic occurs it brought joy to this reader's mind. The story continues and the relationships between Jason and the aliens go through many personal storms until at the conclusion the truth is unveil and then they will or will not come together to save the capital city, Telerian and the rest of the world.

Jason experiences a range of human emotions from fear to joy and in-between as he witnesses many events and feels hopeless. The rebels are winning and will take authority of Telerian and possibly destroy Jason's world, Earth to have complete dominance of the universe. There is a mysterious watcher waiting to choice sides; will he/she assist or kill the young visitor, Jason and will he seek his capabilities before this world and earth are annihilated.

This reader was introduced to this phenomenal writer through a Goodreads monthly book contest and was attracted to the cover and seeing the word Scotland in the first paragraph and my mind was hook and I am so pleased to find a gem among sci-fiction since it is not usually not my genre to read. Highly recommend this author and surprise he has more stories to enjoy.

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**Joyce says**

I've had this gem sitting on my kindle for quite a few months now. I downloaded it as a freebie from amazon and always figured that when I got bored it would be "something to browse through." Oh man! I'm so sorry that I didn't read this sooner.

This was easily one of the best fantasy novels that I've read this year. I absolutely loved it and devoured it in record speed. The story line and character development were superb. David Walker's powers of imagery make you feel like you're right there in Teleria. The battle scenes were among the best depicted. I would definitely recommend this book to all who have an affinity towards mages.... and even those that don't. I can't wait to read the sequel.

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### **Hannah says**

Such a great story! Once I picked it up I just couldn't put it back down. It was nice to have a main character who takes some time to adjust to a huge change in his life. I have read way too many novels in which the main character suddenly just accepts what has happened and doesn't question it. So this was a refreshing change for me. I can't wait to start the second book!

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### **Sabrina Riley says**

I love when I happen across a free book on Amazon and I end up loving it. This was one of those books.

This story follows Jason Bennett, a young man on the brink of adulthood who, just before his 18th birthday, falls through a mysterious rift from a cottage in Scotland to an entirely new world called Teleria.

In Teleria, he meets and befriends an entire host of beautifully created characters, each with their own story and intriguing talents and abilities that will make the reader's imagination soar. The organization and intricacies of the world and characters is fantastic, and is so well described that you can envision every paragraph.

As if that wasn't exciting enough, Jason finds out that he is the key to saving what is good in Teleria, and with the help of his friends, and a few surprise characters, he embarks on the task.

Being a professional editor, I also want to remark on the language and consistency of it in this book. G. David Walker does a great job keeping the reader immersed in the story with the flow and continuity of his writing.

I was hooked from the beginning, since that is where the action starts, and as soon as I read the last words, I was downloading the second book. From a Far Land is a great first book to a series, and will be enjoyed by YA readers and adults alike. I expect to hear much more in the future about G. David Walker and the Jaben's Rift series.

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### **Mia Darien says**

I don't know why, but I've had this book on my ereader for a while and just haven't gotten to it. Through no



fault of the book or whatever, I just keep having other things come up. Silly things. I finally read it, and I really liked it.

Through much of the book, I found it intriguing and entertaining. Walker has a fluid style to his prose, and manages to change perspectives without making me feel bounced around. The opening was enough to make me want to know more. For some reason, despite liking all the elements, the whole picture didn't grab me and say OMG THIS IS THE BEST BOOK EVAR!

You know, we all have those things, but it was a solid 4 stars book, maybe 4.5, while I was reading the first 80% — as my Kindle tells me, so I can't say pages. There was some odd use of in-story time that threw me a little and some pacing that pushed-me-pulled-me, in being a little dragging and then go-go-go.

Even so, I read at a quick and comfortable pace. And like I said, I otherwise liked all the elements: the characters, the world. I thought the loremaster stuff was very cool and liked the color/gemstone thing. The Altered were also very cool. (Have a theory there I'm curious about if the author elaborates on in further stories.) I liked the dimsai, that it could be very powerful but did exact a toll on the users. Made it epic but realistic/balanced to me.

Then around 80%-ish, it finally grabbed me. I really dove in and it killed me that I kept getting interrupted in my reading! I loved the... "surprise arrival" we'll call it, since I don't want to give anything away, and the battle chapters were great. I had a real Lord of the Rings feeling, more the movies than the books for the imagery captured. And since I love those movies, this is a big compliment.

Since I just adore me some warrior-leader archetype, giants and kick-ass fantasy chicks, I can't decide if Gatlor, Calador or Lenai were my favorites.

There was some trite stuff to the ending, but it was the kind of trite I like. It managed to wrap stuff up while leaving enough intrigue for the next book, which I am so totally going to read... when it comes out. :) So, I'll join the crowd. 5 Stars.

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## **Jeannie Walker says**

Interesting Fantasy Sci-Fi

Jason Bennett has a summer vacation he won't ever forget.

The teenager winds up in a world of wizardry and power and gets caught up in a dangerous war that involves one of his ancestors of hundreds of years ago. He thinks he is dreaming, but learns what is happening is real. He is warned: If you forget that may very well be your last. There is no way back to your world, at least, not yet. Will the curious teenager find a portal to go back home?

I hope you read this fantasy novel to find out what the "surprise" is. I like how the author spins his story with good versus bad. It's got a lot of action with interesting characters.

Jeannie Walker - Award Winning Author of "Fighting the Devil" - A True Story of Consuming Passion, Deadly Poison, and Murder

"I Saw the Light" - A True Story of a Near-Death Experience

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## **Jonathan says**

I found this book while searching for free fiction ebooks for my Kindle. My expectations are low regarding free books, but I found myself pleasantly surprised by this book.

Originality is becoming more important to my response to fiction. This story had many components that were fresh and enjoyable. The writing isn't stellar, but it is solid. The same goes for the character development.

This book earns 4 stars. If it tackled more important themes or timeless principles I would have given it 5 stars.

If you like fantasy geared for young adults, give this book a try.

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## **Melissa Hayden says**

A quick beginning while Jason Bennett is exploring a stone dilapidated building in the Scottish woods steps unknowingly through a rift portal. But, someone had been waiting for him to find his way. After seeing a kaleidoscope of colors and visuals crystallize, he is greeted by Reyga Falerian, a Loremaster, to the world of Teleria. Jason finds it hard to believe he is no longer in Scotland, or even on his world. Reyga has to restrain Jason and in doing so realizes there is something different in Jason. Is it good or bad? Reyga isn't sure. After speaking to the High One of the Circle, Reyga agrees to bring Jason to the city where the High One and the rest of the Loremasters are to meet him and verify for themselves. As the High One fears Jason might be the one the prophecy speaks of, which could end good or bad. In the process Jason meets many interesting characters and gets mixed up in a ploy to overthrow the Circle.

I enjoyed this read. I was worried after starting the book that this would be another basic story of a young one unknowingly finds and goes through a portal to a fantasy world, thinks they are dreaming, then finds there way home. As a portion of this is true, not all of it is. After I started getting into this fantasy world and learning more of it, I found I really enjoyed it. The history of the world is detailed out for you, with pieces left open, but great areas to grow with in the future books. Enough is given to understand the world and to build on as the book and future books go. I found I liked the premises of the way the world came to be how it is now, and it was easy for me to follow and understand.

The books started with a Prologue where there was something in the descriptive words I liked. The flow is nice and smooth here and the brief exchange caught my eye and made me curious. There are short sections through most of the book in which you know someone is watching or waiting, but you don't know exactly who. I wanted to get to see this character. And I did in the end.

The characters here in this story are unique. We have a variety and mix of races here along with dimsai, or magical, ability. And how all these races got to this world. It is all explained here. I did have a little bit of a hard time with the main character Jason at times though, but I can explain why he is the way he is too. He is an eighteen year old young man. He does have his moments where he rages, but it was the calm moments with complete understanding and trust that caught me off guard. I thought Jason was too understanding at the

times that where big moments with heavy information. But this is also what makes him likable to the other characters, as he doesn't act as they would have thought he would. I really found I enjoyed the character Lenai and Crin. But the ones I liked the set up for and made me curious about are the Altered, the godlike beings.

A great mix of godlike beings, fantasy creatures, fantasy world, and magic. I would like to read book two to see where Jason and a few other characters go.

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