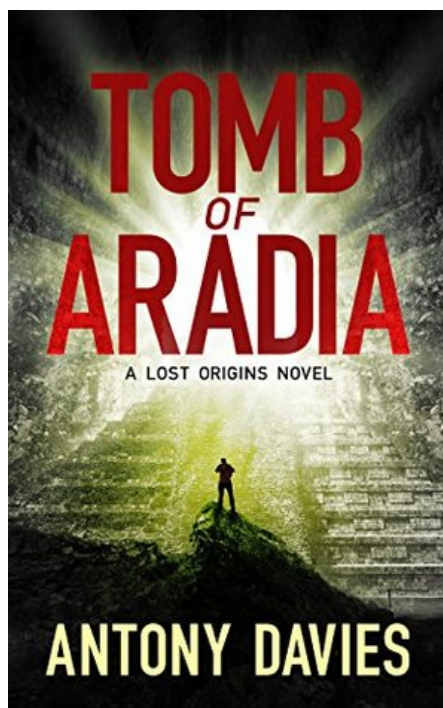




Tomb of Aradia

Antony Davies

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The ancient world is not what we thought.

In the city of Prague, freelance treasure hunter Jules has finally located the bangle stolen from his dying mother, an artifact that may unravel a centuries-old secret: the location of the Tomb of Aradia.

But when a reclusive, ruthless billionaire beats him to the artifact, Jules joins forces with an institute of unconventional archaeologists who reveal to him clues penned two thousand years ago. Clues that support the claim his mother's bangle holds properties that science cannot explain.

And Jules appears to be the only person who can activate them - a responsibility that will tempt him toward the dark path he has avoided all his life.

As both parties race to decipher the bangle's origins, they uncover a trail meant only for the holiest of men, leading to an apostle's manuscript, the hunt for a tomb alleged to conceal great power, and a breathless, globe-trotting adventure that threatens to destroy them all.

From Prague to London, Europe to Asia, *Tomb of Aradia* launches the Lost Origins series, each book charting a new story exploring gaps in humanity's long history.

Tomb of Aradia Details

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Author : Antony Davies

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From Reader Review Tomb of Aradia for online ebook

Elisa says

I voted for this novel as part of the Kindle Scout program and received a free copy. It sounded like fun. I'm sorry to say it wasn't. It's way too long and repetitive. The characters joke about Basil Exposition explaining the plot, but they do that over, and over. Instead of character development, we get random facts about the team and the bad guys. Some parts are confusing and in the end I just wanted to be done with it. But what bothered me most of all is how Jules speaks. I'm sure the author knows that not all black people in America use "aint" and "gonna" on a regular basis, but I found it offensive and distracting. I'm giving it 2 stars because some parts were fun, and I hope the author keeps honing his trade.

David Taylor says

This was my first book by Anthony Davis, when I read the comparisons between this book and Clive Cussler's Dirk Pitt series and James Rollins' Sigma Force books I was skeptical. Now having read the Tomb of Aradia I whole heartedly agree that this book belongs in the company of the Dirk Pitt and the Sigma Force books.

I was hooked from the first page, the scene descriptions, the suspense and then the internal conversations Jules was having peaked my interest. Once the story really got going it was very hard to put down. This story is filled with action, ancient history, some very good speculation about mankind's past as well as well-developed characters and enough intrigue to keep you guessing what was coming next.

While this was my first book by Anthony Davis, it won't be my last while waiting for the next installment of Jules and the Lost Origins team I intend on checking out some of Mr. Davis' other series.

Jay Williams says

This is a book that makes me wish I could go back and re-rate other books I have read because it is head and antlers above them all. The plot brings the magic artifact notion to a whole new level. The characters are individually and collectively unique and deep. As the story continues, no less than five different frogs are pushing down the lily pads of the others. With the exception of the mercenaries, every character is adhering to a very strict code of conduct, including the bad guys. Elements of the story bring in alien civilizations, early Christianity, civilizations that pre-dated modern man and supernatural powers. The people themselves represent a cross-section of the best and worst in worldwide humanity. The book does not end in a warm glow, but offers hope for the future both of mankind and this series of books.

Ann Pratley says

Wowza, what a read. This book is quite substantial but if you love reading about real, possible and fictional historical sites and their backgrounds, this is a great read. The detail of historical finds (fictional), combined

with a solid understory of people striving to find something in particular but for all different reasons, provides a story that is full of interest and action. I loved it and would happily read more by this author.

Dave Bate says

A slight struggle to finish as it was far too long. Reasonable storyline and well researched by the author but not quite my genre, give me a good copper escapade any day. Plenty of global travelling in this one and the boundaries of believability are pushed somewhat but nevertheless there was reasonable readability but so glad I have finished reading it. Not a page turner in my humble opinion.

Laurence says

Indiana Jones meets Mission Impossible

I tried this book because it was part of Kindle Scout and I really enjoyed it. It was fast paced with several twists making for a fast read. The premise is that there exists a secret organization (for all you conspiracy theorists) that seeks to recover lost artifacts, usually for their legitimate "owners". I especially liked the historical references and the character development. However, I think that this character development was somewhat on sided, spending much more time delving into Jules' obsession and his lack of social skills while other team members and even the opposition are less well developed.

This is Book 1 so I expect to see a series. The epilog starts with the next expedition which tries to salvage some knowledge and artifacts lost in this book. The author provides a few reference notes to help differentiate historical fact from his "creativity". I would recommend this book/series for those interested in ancient civilization, either real or imaginary and the mixing of fact with some creative speculation.

Robert Ullrich says

Not quite sure

I have mixed feelings about this novel. It is very well researched and written. I had trouble suspending my disbelief enough to really buy into the story. Perhaps it's because I couldn't accept the basic premise of the story, or some if not many of the action sequences. It is worth reading. It is entertaining. You'll have to decide for yourself just how good it is.

Bruce Perrin says

An Epic Adventure...That Takes Some Epic Reading to Complete

Do you like bigger than life, epic action/adventures? If yes, then you may have found the right book in the Tomb of Aradia. It has everything you could ask for. A young, dashing protagonist, Jules, who's a world-class, parkour practitioner, even calculating complex maneuvers on the fly (like the length of a bungee cord needed to land softly – imagine what happens if you make a mistake). He also boasts encyclopedic

knowledge over an immense range of topics. The story boasts buried cities and ancient civilizations with strange, perhaps mystical powers. You'll also find globe-trotting action from Old Town Prague to a chateau in France to the far reaches of Mongolia. It has scenes that will bring to mind movies from Indiana Jones to James Bond. But even though it has all the elements of a spell-binding, epic adventure, their implementation hurt the pace, making the book somewhat of an epic read.

The story centers around Julian Siebeko (Jules), a young, black freelance treasure hunter. But if you have a stereotype for that profession, I'd guess he's nothing like it. He's impatient, almost hostile toward the thoughts and plans of others, yet he constantly ends up in trouble himself. He repetitively changes loyalties among three competing factors – a group of unorthodox archaeologists, a ruthless billionaire, and the head curator of the British royal family. Then, he's forced to seek help from one of the others to extricate himself. He's also driven by an insatiable urge to retrieve a bangle stolen from his dying mother, but when he secures it, he just finds other troubles. True, the book sees Jules maturing, but the 'go your own way, then get help' routine gets repeated too frequently. Additionally, some things about his character are simply inexplicable. For such an extremely well-read and intelligent individual, he talks like he never finished 3rd grade ("I ain't a hacker on the level you people play by, but I do what I gotta."). Sure, every character needs their own voice, but this one makes no sense and seems degrading.

The settings, while far-flung and in some cases exotic, are not used well. In general, the action could have occurred anywhere from rural Montana to the boroughs of New York. The opening scene, for example, is set in Old Town Prague, but the 'landmark' that's mentioned is a "fried chicken place." Sure, there are KFCs in Old Town, but that's hardly symbolic of a city brimming with incredible architecture. And later in Rome, they "...whizzed by the fountain of the Piazza Navona," a place that's usually so crowded it's difficult to walk. The setting descriptions didn't do anything to create an image.

So, overall, the Tomb of Aradia has all the elements of a pulse-pounding, epic action/adventure. Unfortunately, I labored a bit watching Jules complete savant-like analyses and perform world-class physical feats, then repeat his mistakes while explaining himself using inexplicably poor language.

Beverly Laude says

I usually enjoy books of this type, but I found myself wondering if this epic would ever end!

Jules Sibeko is on a quest to find his Mother's lost bangle, stolen during the robbery that killed both of his parents 9 years ago. To say that Jules is obsessed is an understatement. He has devoted his life to finding this bangle, even forgoing pizza until he finds it.

Enter the group known as LORI, who is also after the bangle. LORI is composed of egghead British lecturer Toby Smith (who can never just answer a question), Bridget, a young woman full of historical facts, a couple of mercenaries and a computer whiz. But, after 500 pages, I still don't know who they are or who they work for or where they get their funding.

Add in the villainous Valerio and you get the picture. Way too many characters, too many different locations, tons and tons of action (to the point that I started skipping pages) and way too much useless information.

The concept was interesting, but after about half the book, I just started skimming to get to the end. The story was more of a screenplay than a book, IMHO. Jules is nearly an Idiot Savant in the way that he is able to calculate minutiae throughout his escapades. Way too many pages were spent describing his mind's ability to

make snap decisions on distances he could jump, the speed of motorcycles, trajectory of bullets.....you get the idea.

It seemed like the author couldn't decide on the story that he wanted to write. I wish I could have gleaned more of the historical story that was presented in the book about Herodias and Saint Thomas, but I just couldn't slog through it all. And, I must say that the ending was a bit of a disappointment. After nearly 500 pages, our obsessive "hero" just walks away from his 9 year quest. And, did he ever give in and eat some pizza? SMH.....

John says

This one pretty much follows the standard format for archaeological mysteries--a search for an earth-threatening manuscript or artifact, a massive underground complex, complete with mechanical booby-traps, several thousand years old, that still work, and, of course, the prerequisite bad guys who have devious plans for the ancient manuscript/artifact. All in all, this is not a bad story, but it could have spent a little more time on the proof-reader/editor's desk.

Elizabeth Small says

I absolutely loved this book! The characters are well developed and relatable. The plot and scenes are written in such a way that I was completely sucked in and felt like I was watching a movie of the book in my mind as I was reading. The storyline is great! I never wanted to stop reading and can't wait to read the next one. Very curious to see what adventures LORI gets into next!

I was provided with a complimentary copy of this book, through Reading Deals, and I gave an honest review.

Chloe Cuthbert says

Excellent history lessons!

Although some of what is discussed within takes a bit of creative license, the majority of historic events are true. History really is cool! This whirlwind adventure, not unlike Indiana Jones, takes us around the world with a group of unlikely characters, determined to save a piece of history from an evil villain.

Sue Henderson says

WOW a globe trotting adventure!!

Several reviews I read complained that this book was too long.....I disagree wholeheartedly. I like the fact that there was plenty of description to set the exact mood and to flesh out the environment. I could literally picture, in my mind, how the various towns, villages, crypts, etc looked. This book has it all! I really can't put into words how impressed I am with this book and this author, I'm incredibly excited to read more from

him!! Oh....one more thing....this is apparently his FIRST novel!

Norma says

"No more Mr.Nice Billionaire Explorer."

When he was 14, the parents of Julian Sibeko were murdered and robbed, the thieves even taking the old stone bangle his mother always wore and which she had told him would be his. Alone, he became obsessed with getting it back. It was his. So he searched, and trained. It was his whole life. Finally, 9 years later, with the bangle within his reach, it was stolen away from him again - by a fight between two other groups. This is not quite the Indiana Jones usual story, though there are certainly elements of it. Densely written but made overly long by repetition, the story morphs from the simple search for a single artefact of interest to a far wider story of pre ancient history, religion and power. With three major contenders in the acquisition of the bangle - Jules himself, a sick and unscrupulous multi billionaire, and a small team of 'freelance archaeologists and treasure hunters known collectively as LORI -but with others also drawn into the action, the scenes and perspectives switch between the assorted protagonists with Jules apparently switching between the two groups as well as operating independently. Plenty of shooting, death defying acts and things blowing up. But also a very good story with fascinating historical documentation, facts and speculation unfolding the depth and direction along the way. There is a listing at the end of the book under Acknowledgements of sources used but, sadly, no bibliography as such. Similarly, characterisations are slowly formed, bringing the main protagonist to life.

Despite some flaws - this reader found it hard to get into initially despite the tantalising beginning - Tomb of Aradia is one of the best of it's genre and I will definitely be looking out for book two.

Sara says

The story was well written and well researched. Everybody had a certain ability they were good at and their own personality. The book was written from several different view points and only confused me once, when 2 people were talking about the same thing one flowing into the other I just missed the transition marks(my mistake). I think Jules is my favorite character in the book. A boy who lost his parents at the age of fourteen in a murder robbery and spent the next 9 years of his life learning things like parkor, akido, and a few different languages, and fine tuning his mind and body to retrieve a bracelet that was taken from his mother. That pursuit led him to a group of people that locate lost items and return them to who they belong to, and a man looking for a cure for his sickness and power. Jules becomes an important piece to figuring out a puzzle connected to the bracelet taken from his mom 9 years ago.
